NATIONAL
BETA

FUELING THE FUTURE

CONVENTION MENTOR PROGRAM

Encourage a new club to attend your STATE BETA CONVENTION for the first time or encourage an established club that has not attended STATE BETA CONVENTION for the past 3 years and your club can earn rewards and recognition.

As a part of the ALL NEW CONVENTION MENTOR PROGRAM, your club will receive a credit of $4.00 for each Beta member that attends the 2018-2019 state convention for the first time or for the first time in 3 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 3 years.

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

- Ask the club to list your club as their 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 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, 2019.

Questions? Email convention@betaclub.org

HOW TO REGISTER

STEP ONE

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

STEP TWO

- Click on all students and sponsors attending
- Enter names of all chaperones and guests attending
- Please enter correct phone numbers and email in case of emergency
- Each club must provide at least one volunteer to help judge a competition. Please indicate sponsors or chaperones willing to help and provide contact information. State sponsors will use this information to help secure volunteers for the convention.

STEP THREE

- Click on the competitions to register your students.
- Many competitions require names to be added for verification purposes. Competitors may be substituted onsite.
- Finalize registration by clicking submit. Any changes would require calling 1-800-845-8281 to reset the registration.

STEP FOUR

- Print registration form
- Mail or fax registration form with payment by the deadline date to:

  National Beta Club
  151 Beta Club Way
  Spartanburg SC, 29306
  Fax: 864-592-9300

- Please include invoice and payment for the registration fee. All registration and form of payment must be faxed or postmarked by the deadline date.

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.

The convention registration payment must be mailed by the convention deadline date.

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.

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

AWARD WINNERS WILL BE RECOGNIZED WITH A SPECIAL AWARD

10% ATTENDANCE GROWTH

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

- Increase member attendance by 10% compared to 2017-2018 convention attendance.
- Register at least 20 or more Beta members online by the convention deadline date.

SPECIAL AWARDS

• SERVICE AWARD

To earn recognition, enter any service hours performed by your chapter between July 1 and your state convention using the form within the Manage My Hours Service area on the Sponsors Site. This form will allow submissions of the chapter's service hour information: including the project type, number of participants, hours served, and dollars raised. Upon completing required fields of entry, club's are encouraged to upload service project pictures. Hours submitted by the deadline date will be considered. Awards will be given at the convention's award ceremony. Submissions may be used in promotional materials by The National Beta Club.

• SCHOLARSHIP PHILANTHROPY AWARD

The National Beta Club awards over 250 scholarships each year to graduating seniors. In order to support these endeavors, awards will be given to clubs with the highest donations to the National Beta Club Scholarship Program. Donations should be submitted with convention registration. Awards for top philanthropy will be awarded at the convention.

Submit check with registration by the deadline date.
National Beta Club
151 Beta Club Way
Spartanburg, South Carolina 29306

CANDIDATE

PRESIDENT
VICE- PRESIDENT
SECRETARY

*10th or 11th
Grade Students*

The National Beta Club has three state officers that serve as ambassadors for their states and are eligible to run at the National Convention. These officers will also facilitate during the sessions of the following year's state convention. Participating as a candidate allows Betas to actively meet and greet convention attendees, seek support for office through campaign speeches and club campaign skits, and enhance personal leadership skills.

GENERAL RULES

1. ELIGIBILITY: A nominee for the office of President, Vice President, and Secretary must be a tenth or eleventh grader, in good standing, officially enrolled at the National Office by the deadline date and registered at the convention. The candidate must give notice of his/her candidacy to the National Office by the deadline date, and must comply with the following rules and regulations. Each club may nominate for one office only. 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 Form, you are agreeing to abide by these rules and regulations.

2. The Sponsor(s) and the Executive Head of the candidate's school must approve the nomination.

3. 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 official. 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.

4. Completing the registration is a pledge stating that he/she will attend all of the candidates' meeting and sessions of the Convention, including the Installation Ceremony and will fulfill all of the duties of the office the following year. This means he/she is obligated to attend all meetings and sessions both years, when nominated and when serving as a state officer. Failure to fulfill this obligation will result in the candidate forfeiting his/her opportunity to run &/or serve for state office.

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

6. 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, bands, radios, noise makers, or weapons are allowed. No chanting at anytime except during the one minute skit performance.
2. Only Betas from the candidate's club may wear campaign t-shirts at anytime during the convention.
3. Only members of the candidate's club may participate in the campaign skit. No adults onstage during the skit performance.
4. Costumes may be worn during the campaign session only. Costumes will not be allowed at any other time.
5. 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. Ladies must wear either dress pants with matching or coordinating jacket, dress with matching or coordinating jacket, or skirt with matching or coordinating jacket.
3. The length of the jacket sleeve must be three-quarter to full length.
4. 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.
5. Men must wear a suit or jacket with dress slacks, a tie, collared dress shirt and dress shoes.
6. The candidate's hair must be a natural 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, props, slides, videos, or inappropriate gestures during the speech or question and answer segment.

CANDIDATE SKIT   Time Limit: 1 minute

1. Skit participants must stop when the one minute whistle is blown. The candidate will not take part in the promotional skit.
2. The dress for participants in the skit must be appropriate.
3. No balloons, hay, confetti, or fire in the skits. Nothing may be thrown from the stage into the audience.
4. The candidate and skit participants must remain on the stage during the entirety of the skit.
5. The 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.
6. No inappropriate dance moves or gestures.
7. Tumbling passes and cheerleading stunts are not allowed.
8. Guns, nor the portrayal of guns, are permitted.
9. Wood or metal may not be used in the construction of backdrops. However, bottom backdrop bases used to transport backdrops may consist of wood &/or metal. Props (table, chairs, etc.) made of wood or metal may be used.
10. Only portable choral risers may be used to elevate participants.
11. Constructed platforms, scaffolding, and ladders are prohibited.

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 an area that is TBA 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.

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

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 forty-five 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.   TIME LIMIT: 45min

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.

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.
- The entry must be completed and submitted by the deadline date.
- Bring a pencil to the competition.

NATIONAL ELIGIBILITY
All Trophies 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 for Essay - Division I are grades 9th and 10th grade and Division II are grades 11th and 12th. A club may enter both Division I and Division II.

COMPETITION GUIDELINES

1. Students will have a ninety (90)-minute time limit.

2. No pre-written materials allowed.

3. Paper will be provided. Students will need to provide their own writing instruments. Each student may bring: dictionary and/or thesaurus.

4. Subject/prompt will be assigned at the beginning of the competition.

5. All judging will be done holistically.

EDUCATIONAL CONNECTIONS

- Information/Media Literacy
- Composition Writing and Journalism
- Written Communication
- Grammar
- 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.

CREATIVE WRITING	5	4	3	2	1
PURPOSE AND FOCUS	Excellent: The prompt is addressed with a clear, well-focused direction. Main ideas and supporting details are clear and well developed.	Good: The prompt is addressed with an adequate focus. Main ideas are presented and supported by details that are developed.	Average: The prompt is addressed with an average focus. Main ideas are presented and supported by average details.	Fair/Needs Work: The prompt is addressed with a minimal focus. Main ideas are unclear and supported by minimal details.	Poor/Not Acceptable: The prompt is not addressed. Main ideas are lacking and not supported by details.
ORGANIZATION AND DEVELOPMENT	Excellent: The essay has a clear and effective organizational structure with a well-developed introduction, body, and conclusion creating unity and coherence. Displays effective use of transitions and other literary elements.	Good: The essay has an adequate organizational structure with an introduction, body, and conclusion creating adequate unity and coherence. Displays adequate use of transitions and other literary elements.	Average: The essay has an average organizational structure with a fairly developed introduction, body, and conclusion creating average unity and coherence. Displays average use of transitions and other literary elements.	Fair/Needs Work: The essay has minimal organizational structure with an under developed introduction, body, and conclusion creating minimal unity and coherence. Displays minimal use of transitions and other literary elements.	Poor/Not Acceptable: The essay lacks an organizational structure or is missing an obvious introduction, body, and conclusion. It lacks unity and coherence. Fails to display use of transitions and other literary elements.
STRUCTURE AND LANGUAGE	Excellent: The author consistently uses vivid words and phrases and displays a command of figurative language. All sentences are exceptionally constructed and have varied structure and length.	Good: The author frequently uses vivid words and phrases and displays an understanding of figurative language. Most sentences are well constructed and have varied structure and length.	Average: The author occasionally uses some vivid words and phrases and displays an average understanding of figurative language. Sentences are similarly constructed and have minimal variety in structure and length.	Fair/Needs Work: The author has minimal use of vivid words and phrases and displays little understanding of figurative language. Sentences display minimal variety in construction and lack variety in structure and length.	Poor/Not Acceptable: The author uses a limited vocabulary with no understanding of figurative language. Sentences are awkward and lack variety in structure and length.
MECHANICS	Excellent: The author makes no errors in grammar, mechanics, and/or spelling.	Good: The author makes a few errors in grammar, mechanics, and/or spelling, but they do not interfere with understanding	Average: The author makes several errors in grammar, mechanics, and/or spelling, but they do not interfere with understanding	Fair/Needs Work: The author makes frequent errors in grammar, mechanics, and/or spelling that minimally interfere with understanding.	Poor/Not Acceptable: The author makes numerous errors in grammar, mechanics, and/or spelling that greatly interfere with understanding.
OVERALL EFFECTIVENESS	Excellent: The essay was highly effective and maintained the reader's attention.	Good: The essay was effective and maintained the reader's attention.	Average: The essay was average and somewhat maintained the reader's attention.	Fair/Needs Work: The essay was minimally effective and barely maintained the reader's attention	Poor/Not Acceptable: The essay was not effective and failed to maintain the reader's attention
DEDUCTION	-5				
Guidelines	Did not follow required competition guidelines.				

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

NATIONAL ELIGIBILITY
All Trophies 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 and 2 hours to construct their invention. The invention must have at least 5 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.

COMPETITION GUIDELINES

1. Each school may enter one team of 3-5 students.

2. Teams will be given 2 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. No part of the invention may be off the board. The invention may be no higher than 4 feet.

4. The team must use items from the specified list. Materials must fit into an 18 gallon plastic storage container with lid. Tools do not have to be placed in the container.

5. Safety glasses are required for each team member.

6. All construction must be done on-site. At check in, the team must show that no steps have been preassembled. Each construction piece is to be separate. Electricity will not be available. Tools must be battery operated.

7. Objects may be attached to the board and/or to each other during the competition using adhesives, thumb tacks, nails, screws, wire, string, or tape.

8. The team gets one free touch to activate their invention. Deductions will be taken for the number of times assistance is required.

9. Judges will score the build based on the complexity of the process and steps, creativity, critical thinking and communication.

APPROVED MATERIAL LIST

The following five items must be included in the team's container of approved materials: golf ball(s), calculator, solo cup, nail, and toy car. The team must use items from the specified list of materials below. Materials must fit into a 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 clip
Sandwich bag
Wood scraps
Dowels
Tubing
Pulleys
Craft sticks
Plumbing parts
Mouse trap
Boxes
Matchbox car
Newspaper
Greeting card
Playing cards
Battery operated tools
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
Cardboard Tubing
Straws
Wheels
Tea strainer
Modeling clay
Tiles
Tinker Toys
Zip ties
Magnets
Scissors

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
- Mechanical Engineering

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

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

FRESHMAN PROBLEM SOLVING

The Freshman Problem Solving Competition is designed for a team of 3 to 4 ninth grade students to demonstrate core and humanities knowledge. Teams will be given one hour to work collaboratively, use critical thinking and problem solve.

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/ 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** ninth grade students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

LIVING LITERATURE

The Living Literature Competition provides an opportunity for students to present their 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" of the characters.

COMPETITION GUIDELINES

1. All participants in the scene must have their feet on the floor. The scene should be entirely free standing, not leaning on walls. No electricity will be provided. Wood or metal may not be used in the construction. However, bottom backdrop bases used to support backdrops may consist of wood and/or metal. Props (table, chairs, etc.) made of wood or metal may be used.

2. A description of the scene, book title, author, and school name must be incorporated within the dimensions of the scene.

3. The dimension of a scene may not exceed 12 feet wide by 12 feet deep by 12 feet high.

4. Set up will not be monitored. A window of time, of at least one hour, will be designated in the final program. Adults may assist with set up and disassembling the set. Competitors must be prepared for judging at the designated time.

5. No live animals, fire, balloons, hay, sound effects or music in the scene. Electrical outlets are not provided.

6. Entrants must clean their assigned scene area and remove all props immediately after the competition.

EDUCATIONAL CONNECTIONS

- Visual/Performing Arts Standards

- Creativity and Innovation

- Information/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 will be evaluated by a panel of judges using the criteria below.**

LIVING LIT	5	4	3	2	1
Choice of Selection Originality and Literary Merit	Excellent: Literary Selection demonstrates originality in choice and denotes a high quality of writing attributed to works of literature.	Good: Literary Selection demonstrates originality in choice and denotes an adequate quality attributed to works of literature.	Average: Literary Selection demonstrates moderate originality in choice and denotes average quality attributed to works of literature.	Fair/Needs Work: Literary Selection demonstrates low levels of originality in choice and denotes moderate quality attributed to works of literature.	Poor/Not Acceptable: Literary Selection inadequately demonstrates originality in choice and denotes inadequate quality attributed to works of literature.
Choice of Authentic Single Scene from Literature	Excellent: Literary Scene extraordinarily denotes an actual authentic scene chosen from literature.	Good: Literary Scene denotes an adequate quality of the authentic scene chosen from literature.	Average: Literary Scene denotes an average quality of the authentic scene chosen from literature.	Fair/Needs Work: Literary Scene denotes moderate amounts of the authentic scene chosen from literature.	Poor/Not Acceptable: Literary Scene inadequately denotes the authentic scene chosen from literature
Interpretation of Chosen Scene	Excellent: Scene extraordinarily characterizes a stylistic representation of a work of literature.	Good: Scene characterizes an adequate level of a stylistic representation of a work of literature.	Average: Scene characterizes average levels of a stylistic representation of a work of literature.	Fair/Needs Work: Scene characterizes moderate levels of a stylistic representation of a work of literature.	Poor/Not Acceptable: Scene inadequately characterizes a stylistic representation of a work of literature.
Craftsmanship of Scene	Excellent: Scene construction consist of precision craftsmanship and attention to detail.	Good: Scene construction consist of adequate craftsmanship and attention to detail.	Average: Scene construction consist of average craftsmanship and attention to detail.	Fair/Needs Work: Scene construction consist of moderate craftsmanship and attention to detail.	Poor/Not Acceptable: Scene construction consist of inadequate craftsmanship and attention to detail.
Attention to Detail of Costumes	Excellent: Costumes display precision to detail characteristic of characters in the scene.	Good: Costumes display adequate detail characteristic of characters in the scene.	Average: Costumes display average detail characteristic of characters in the scene.	Fair/Needs Work: Costumes display moderate detail characteristic of characters in the scene.	Poor/Not Acceptable: Costumes display inadequate detail characteristic of characters in the scene.
Expression and Attitude in Pose	Excellent: Participants extraordinarily demonstrate the Expression and Attitude in pose to that of the characters in the scene.	Good: Participants demonstrate an adequate quality in the Expression and Attitude in pose to that of the characters in the scene.	Average: Participants demonstrate an average quality in the Expression and Attitude in pose to that of the characters in the scene.	Fair/Needs Work: Participants demonstrate a moderate quality in the Expression and Attitude in pose to that of the characters in the scene.	Poor/Not Acceptable: Participants demonstrate an inadequate quality in the Expression and Attitude in pose to that of the characters in the scene.
Ability to Maintain Character	Excellent: Participants extraordinarily maintain character throughout the entire duration of the time limit.	Good: Participants maintain character throughout most of the duration of the time limit.	Average: Participants maintain character throughout half of the duration of the time limit.	Fair/Needs Work: Participants maintain character moderately through less than half of the duration of the time limit.	Poor/Not Acceptable: Participants maintain character inadequately throughout the duration of the time limit.
Information Display	Excellent: A description of the scene, book title, author, and school name are extraordinarily incorporated within the scene.	Good: A description of the scene, book title, author, and school name are adequately incorporated within the scene.	Average: A description of the scene, book title, author, and school name are acceptably incorporated within the scene.	Fair/Needs Work: A description of the scene, book title, author, and school name are moderately incorporated within the scene.	Poor/Not Acceptable: A description of the scene, book title, author, and school name are inadequately incorporated within the scene.
DEDUCTION	-20				
Size	Exceeds the size limit				
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.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

MARKETING & COMMUNICATIONS

The Marketing & Communications competition allows 3 to 5 students to demonstrate creativity, communication skills, and marketing strategies. A club may enter one Marketing & Communications Team.

COMPETITION GUIDELINES

1. Teams of 3 to 5 students will develop a marketing campaign using one of the prompts listed below.

   Develop a platform for College/Career Readiness

   Develop a platform for a Partnership with an Established Company

   Develop a platform for a Service Product

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/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

- Interpretation & illustration of design prompt
- Originality & Creativity
- Overall Visual Quality
- Collaboration

Marketing & Communications	5	4	3	2	1
Interpretation & Illustration of Design Prompt	Excellent: The campaign interprets and illustrates the prompt exceptionally well. Presentation is relevant to prompt. The message is very clear and very concise.	Good: The campaign adequately interprets and illustrates the prompt. The presentation is mostly relevant to the prompt. The message is clear and concise.	Average: The campaign displays an average interpretation and illustration of the prompt. Presentation is somewhat relevant to the prompt. The message is fairly clear.	Fair/Needs Work: The campaign displays minimal interpretation and illustration of the prompt. Presentation is minimally relevant to the prompt. The message is unorganized and difficult to understand.	Poor/Not Acceptable: The campaign does not interpret or illustrate the prompt. The presentation is not relevant to the prompt. The message is neither clear, nor concise
Originality & Creativity	Excellent: The campaign reflects an exceptional degree of team creativity and originality.	Good: The campaign reflects a good degree of team creativity and originality.	Average: The campaign reflects a fair degree of team creativity and originality.	Fair/Needs Work: The campaign reflects a limited degree of team creativity and originality.	Poor/Not Acceptable: The campaign reflects a poor degree of team creativity and originality.
Overall Visual Quality	Excellent: Design creates an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship. Team's explanation of elements of design and marketing of prompt is exceptional.	Good: Design creates a good visual display. The work done is with good effort and there is evidence of adequate workmanship. Team's explanation of elements of design and marketing of prompt is adequate.	Average: Design creates an average visual display. The work done is with fair effort and there is evidence of average workmanship. Team's explanation of elements of design and marketing of prompt is developed.	Fair/Needs Work: Design creates a limited visual display. The work done is with little effort and minimal evidence of workmanship. Team's explanation of elements of design and marketing of prompt is moderate.	Poor/Not Acceptable: Design does not create an appropriate visual display. The work lacks effort and poor workmanship. Team's explanation of elements of design and marketing of prompt is poor.
Collaboration	Excellent: Collaboration is outstanding. Team works cohesively to express ideas from each student in the final presentation.	Good: Collaboration is adequate. Most of the team works cohesively to express ideas from each student in the presentation.	Average: Collaboration is average. Most of the team works together to express ideas in the final presentation.	Fair/Needs Work: Collaboration is minimal. Team does not work cohesively to express ideas in the presentation.	Poor/Not Acceptable: Collaboration is not evident. Team does not work cohesively to express ideas in the presentation.

HOW TO ENTER

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

- Register students and then select competitions to enter.

- Select the students that will participate.

NATIONAL ELIGIBILITY
All Trophies Awarded
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ONSITE ART

The Onsite Arts competitions provide students the opportunity to showcase their artistic talents and creative abilities during a time listed in the program. Students will bring their own materials and create drawings/paintings inspired by an assignment provided at the beginning of the competition. This competition is designed to encourage creativity and innovation, reward outstanding craftsmanship, and reinforce the importance of fine arts in the 21st century.
 There are two divisions for Onsite Art - Division I is 9th and10th and Division II is 11th and 12th. A club may enter both Division I and Division II.

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.   The painting assignment will be given at the beginning of the competition.

3.   Paintings will be judged 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 paper. Size is to not exceed 16x20.

2.   The drawing assignment will be given at the beginning of the competition.

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

EDUCATIONAL CONNECTIONS

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

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

JUDGING CRITERIA

- Students will be given two hours to create artwork from a given assignment.
- Judges will holistically evaluating the artworks using the criteria below

    Completeness of artwork

    Proportion/relationship of elements

    Perspective and Use of Space

    Illusion of depth/ Value

    Details of elements in still life

    Texture/shading

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

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

PERFORMING ARTS

PERFORMING ARTS-GROUP (4 or more participants)–6-minute limit. Performers will have a total time limit of ten(10) minutes. This includes set up and take down, but the performance has a maximum time limit of six (6) minutes.
AND

PERFORMING ARTS-SOLO, DUO, TRIO (3 or fewer participants)-2–minute limit. Performers will have a total time limit of four (4) minutes. This includes set up and take down, but the performance has a maximum time limit of two (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. Amps are not provided.
2. When a performer is singing, 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 Office may be used.
7. No use of and/or portrayal of guns will be allowed.
8. No tumbling passes or cheerleading stunts are permitted.
9. No audio visual technology is allowed in the talent performance, such as but not limited to, PowerPoint, slide show, etc.
10. The use of black lights are discouraged due to the inability to turn off lights at the convention sites.
11. No fire, hay, balloons, or confetti may be used in any act.
12. Adults may assist student in the set up to the performance but may not participate in any portion of the performance.
13. Wood or metal may not be used in the construction of backdrops. However, bottom backdrop bases used to transport backdrops may consist of wood &/or metal. Props (table, chairs, etc.) made of wood or metal may be used.
14. Only portable choral risers may be used to elevate participants.
15. Constructed platforms, scaffolding, and ladders are prohibited.

EDUCATIONAL CONNECTIONS

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

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

JUDGING CRITERIA

PERFORMING ARTS	20	15	10	5	1
Talent Quality	Excellent: The quality of talent presented was extremely refined and showcased in performance.	Good: The quality of talent presented was refined and showcased in performance.	Average: The quality of talent presented was mostly refined and showcased in performance.	Fair/ Needs Work: The quality of talent presented was fairly refined	Poor/Not Acceptable: The quality of talent presented was not refined and needs improvement
Preparedness	Excellent: Performance was extremely rehearsed and prepared with excellent attention to details.	Good: Performance was well rehearsed and prepared with some attention to details.	Average: Performance was somewhat rehearsed and prepared with average attention to details.	Fair/ Needs Work: Performance was not well rehearsed and prepared with little to no attention to details.	Poor/Not Acceptable: No evidence of preparedness or attention to detail
Stage Presence	Excellent: The performer(s) presented themselves very neatly, cleanly, and in character, with a lot of confidence, personality and stage presence. Performer(s) had excellent eye contact and connection with the audience.	Good: The performers(s) presented themselves neatly and cleanly, and in character. They showcased confidence and personality and had good eye contact and connection with the audience.	Average: The performers(s) presented themselves somewhat neatly and cleanly, and in character. They were original and showcased confidence and personality and had good eye contact and connection with the audience.	Fair/ Needs Work: The performer(s) presented themselves slightly neatly, and cleanly, and in character. Little personality, confidence and originality was showcased, along with, some eye contact towards the audience. There is room for improvement.	Poor/Not Acceptable: The performer(s) presented themselves unorganized. Little to no presence of personality, originality and confidence was shown. There is a lot of room for improvement.
Creativity	Excellent: Act was creative and unique throughout the entire performance.	Good: The performance had some creative aspects present.	Average: The performance had an average level of creativity present.	Fair/ Needs Work: There were some aspects of creativity in the performance.	Poor/Not Acceptable: The performance exhibits very little creativity.
Entertainment Quality	Excellent: The performance showcased high entertainment quality throughout the entire performance. Performer(s) had confidence and outstanding stage presence.	Good: The performance showcased entertainment quality throughout most of the performance. Performer(s) had confidence and good stage presence	Average: The performance had average entertainment quality . Performer(s) had moderate confidence and stage presence	Fair/ Needs Work: The performance showcased high entertainment quality throughout the entire performance. Performer(s) lacked confidence and stage presence.	Poor/Not Acceptable: The performance lacked entertainment quality throughout the performance. Performer(s) lacked confidence and poor stage presence.
Overall Performance	Excellent: Performer(s) achieved all expectations in creating an outstanding performance. Excellent effort was made to showcase a performance with no errors.	Good: The performance was carried out very well, although they might have had a few minor errors or things that could be improved.	Average: The performance was average. although they might have had a few minor errors or things that could be improved.	Fair/ Needs Work: The performance could be better but over all the performer(s) put forth a good effort.	Poor/Not Acceptable: The performance was not well thought out. There were multiple improvements that could have been made.
DEDUCTIONS	-20				
Time Limit	Over time limit				
Guidelines	Did not follow competition guidelines.				

HOW TO ENTER

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

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NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

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 and10th and Division II is 11th and 12th. A club may enter both Division I and Division II.

COMPETITION GUIDELINES

1. No prewritten materials allowed.

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

3. Students must provide writing utensils.

4. Loose leaf 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.

8. Students will have one (1) hour to complete the poem.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Information/Media Literacy
- Composition Writing
- Vocabulary
- Poetic Devices
- 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.

JUDGING CRITERIA

- **Students will be evaluated by a panel of judges based on the criteria below.**

POETRY	5	4	3	2	1
PROMPT - PURPOSE AND FOCUS	Excellent: The prompt is addressed with a clear, well-focused direction.	Good: The prompt is addressed with an adequate focus.	Average: The prompt is addressed with an average focus.	Fair/Needs Work: The prompt is addressed with a minimal focus.	Poor/Not Acceptable: The prompt is not addressed.
CREATIVITY	Excellent: Poet exhibits outstanding use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Good: Poet exhibits a frequent use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Average: Poet exhibits an average use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Fair/Needs Work: Poet exhibits a moderate use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Poor/Not Acceptable: Poet exhibits a poor use of unique literary elements (i.e. allusion,symbolism, figurative language, jargon, phrasing, etc.).
INDIVIDUALITY	Excellent: Poem is presented in an exceptionally distinctive voice with obvious tone and clear point of view.	Good: Poem is adequately presented in a distinctive voice with adequately obvious tone and acceptable point of view.	Average: Poem is presented with an average use of voice with average tone and clear point of view.	Fair/Needs Work: Poem is presented in a minimally distinct voice with less obvious tone and minimally clear point of view.	Poor/Not Acceptable: Poem lacks the use of a distinct voice and lacks tone and point of view.
OVERALL EFFECTIVENESS	Excellent: The poem was highly effective and maintained the reader's attention.	Good: The poem was effective and maintained the reader's attention.	Average: The poem was average and somewhat maintained the reader's attention.	Fair/Needs Work: The poem was minimally effective and somewhat maintained the reader's attention	Poor/Not Acceptable: The poem was not effective and failed to maintain the reader's attention
DEDUCTION	-5				
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.

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

PORTFOLIO

The Portfolio Competition allows each club to submit one portfolio that showcases the club's experiences over the past year, or the time from last year's to this year's 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 student 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 theme, and artistic design.

COMPETITION GUIDELINES

1. The portfolio must cover only one year, state convention to state convention, and contain the name, city and state of the school.

2. One student must present the portfolio at a time designated in the program. He/She 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.

3. Presentation style is the choice of the club. It may be in the form of a book, electronic version, storyboard, etc. Tables will be provided. No electricity or internet connections 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.

- **One student must present the portfolio at the time designated in the program.**
- **The student will be interviewed by a panel of judges to discuss the below criteria.**

PORTFOLIO	5	4	3	2	1
Visual Appeal	Excellent: The portfolio effectively communicates visual ideas. The visual message is very clear and very concise.	Good: The portfolio adequately communicates visual ideas. The visual message is clear and concise.	Average: The portfolio displays an average communication of visual ideas. The visual message is fairly clear.	Fair/Needs Work: The portfolio displays minimal communication of visual ideas. The visual message is unorganized and difficult to understand.	Poor/Not Acceptable: The portfolio does not communicate visual ideas. The visual message is neither clear, nor concise.
Theme of Choice	Excellent: The theme is exceptionally developed and evident in all aspects of design.	Good: The theme is adequately developed and evident in most aspects of design.	Average: The theme is fairly developed and evident in some aspects of design.	Fair/Needs Work: The theme is minimally developed and not evident in all aspects of design.	Poor/Not Acceptable: The theme is not developed and not evident in the design.
Craftsmanship and Organization	Excellent: Materials and artwork create an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship and organization.	Good: Materials and artwork used create a good visual display. The work done is with good effort and there is evidence of adequate workmanship and organization.	Average: Materials and artwork create an average visual display. The work done is with fair effort and there is evidence of average workmanship and organization.	Fair/Needs Work: Materials and artwork create a limited visual display. The work done is with little effort and minimal evidence of workmanship and organization.	Poor/Not Acceptable: Materials and artwork do not create an appropriate visual display. The work lacks effort and poor workmanship and organization.
Content	Excellent: Content reflects an exceptional degree of variety that clearly shows multiple areas of individual and club activity.	Good: Content reflects a good degree of variety that shows multiple areas of individual and club activity.	Average: Content reflects a fair degree of variety that shows multiple areas of individual and club activity.	Fair/Needs Work: Content reflects a limited degree of variety in individual and club activity.	Poor/Not Acceptable: Content reflects a poor degree of variety in individual and club activity.
Originality, Color, Contrast, & Creativity	Excellent: Design reflects an exceptional degree of student creativity. Eye catching; great use of colors, textures, shapes, and spacing. Exceptionally appealing design.	Good: Design reflects a good degree of student creativity. Good use of colors, textures, shapes, and spacing. An adequately appealing design.	Average: Design reflects a fair degree of student creativity. Fair use of colors, textures, shapes, and spacing. A design with an average appeal.	Fair/Needs Work: Design reflects a limited degree of student creativity. Minimal use of colors, textures, shapes, and spacing. Somewhat appealing design.	Poor/Not Acceptable: Design reflects a poor degree of student creativity. Poor use of colors, textures, shapes, and spacing. Not appealing.
Overall Appeal	Excellent: Creates an exceptional overall appeal. Team's explanation of elements of design and collaboration is exceptional.	Good: Creates an adequate overall appeal. Team's explanation of elements of design and collaboration is adequate.	Average: Creates an average overall appeal. Team's explanation of elements of design and collaboration is developed.	Fair/Needs Work: Creates a limited overall appeal. Team's explanation of elements of design and collaboration is moderate.	Poor/Not Acceptable: Does not create an appropriate overall appeal. Team's explanation of elements of design and collaboration is poor.
DEDUCTION	-5				
	Does not adhere to 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 Trophies Awarded
at State Convention

PORTFOLIO FORM

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:

PROBLEM SOLVING SCENARIO

The Problem Solving Scenario Competition provides an opportunity to create a skit that incorporates the ideals of Beta. Giving students the opportunity to write and perform a theatrical presentation that enhances performance skills, fosters collaboration and individual experience in communicating ideas through drama.

COMPETITION GUIDELINES

1. Featuring the ideals of character, leadership, service, &/or academic achievement, the presentation must depict one of the following scenarios:

   • Social Media Issues

   • Discrepancies in Schools

   • Community Outreach Concerns

   • Conflicts in the Workplace

2. Only costuming and hand held props are allowed. Teams may utilize small, easily portable props for the scenario. No backdrops or large wall-sized props. The focus should be on the actors/actresses and the interpretation of the scenario.

3. The team shall consist of three or more students.

4. Deductions will be made for more than 5 minutes.

EDUCATIONAL CONNECTIONS

• Creativity and Innovation

• Performing Arts Standards

• Composition Writing and Journalism

• 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

- **Students will be evaluated using the criteria below.**

PROBLEM SOLVING SCENRIO	20	15	10	5	1
CREATIVITY AND CONTENT	Skit displays exceptional creativity, well-developed emphasis of Beta Club ideals and optimal appropriateness	Skit displays adequate creativity, adequately developed emphasis of Beta Club ideals and adequate appropriateness	Skit displays average creativity, developed emphasis of Beta Club ideals and intermediate appropriateness	Skit displays minimal creativity, moderately developed emphasis of Beta Club ideals and minimal appropriateness	Skit is lacking creativity, displays an under-developed emphasis of Beta Club ideals and inappropriateness
EVIDENCE OF COORDINATION	Participants display precise ensemble coordination; evidence of collaboration and exceptional cooperation.	Participants display adequate ensemble coordination; acceptable evidence of collaboration and good cooperation.	Participants display average ensemble coordination; fair evidence of collaboration and average cooperation.	Participants display moderate ensemble coordination; minimal evidence of collaboration and moderate cooperation.	Participants lack ensemble coordination; limited evidence of collaboration and no cooperation.
ORIGINALITY	Skit script is obviously written or adapted by participants and displays exceptional originality.	Skit script is written or adapted by participants and displays acceptable originality.	Skit script is possibly written or adapted by participants and displays average originality.	Skit script is questionably written or adapted by participants and displays moderate originality.	Skit script is not written or adapted by participants and is lacking originality.
APPROPRIATE COSTUMES	Costumes fully support the skit's theme and content, while effectively enhancing the performance.	Costumes adequately support the skit's theme and content, while mostly enhancing the performance.	Costumes provide adequate support of the skit's theme and content, while fairly enhancing the performance.	Costumes provide minimal support of the skit's theme and content, while somewhat enhancing the performance.	Costumes do not support the skit's theme and content and do not enhance the performance.
CHARACTER	Participants extraordinarily maintain character throughout the entire duration of the time limit	Participants maintain character throughout most of the duration of the time limit	Participants maintain character throughout half of the duration of the time limit	Participants maintain character moderately throughout the duration of the time limit	Participants maintain character inadequately throughout the duration of the time limit
COLLABORATION	Collaboration is outstanding. All team members ideas are incorporated into the skit	Collaboration is adequate Most of team members ideas are incorporated into the skit	Onsite collaboration is average. Several team members ideas are incorporated into the skit	Onsite collaboration is minimal. Only a few team members ideas are incorporated into the skit	Onsite collaboration is not evident. Team members ideas are not incorporated into the skit
DEDUCTION	-5				
Time	Exceeds 5 minutes				
Guidelines	Did not follow competition guidelines				

HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

QUIZ BOWL

Quiz Bowl is designed for a team of students to participate in a collaborative effort in various levels of difficulty and range from trivial to highly technical information. This is a general knowledge competition which stresses quick recall. A club may enter one team. Each team will take a multiple choice test collaboratively. Teams will move on to the oral portion of the competition.

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. Each team must designate a captain.
6. The members that take the written test must be the members that participate in the oral rounds.

ORAL GUIDELINES

1. The competition will be single elimination.
2. If a team is late or fails to appear at all for the oral round, it will forfeit the match and the remaining teams will continue competition.
3. Each match will consist of two teams and will be played with two,10-question halves or up to the thirty minute time limit, whichever is reached first.

ORAL GUIDELINES

- Quiz Bowl is a question-and-answer game played between two teams of four players each.

- 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.

- Points are scored for correct answers to the questions asked by the moderator.

- There are two types of questions: toss-ups, worth 10 pts. each, and bonuses, worth 20 pts.

- 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.

- 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.

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

- If a player confers with a team mate 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.

- 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.

- 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.

- 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.

- 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.

- 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.

- 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.

ORAL GUIDELINES

- 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.

- 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.

- 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.

- 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.

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

- 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. 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 4-8 Core 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.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

ROBOTICS SHOWCASE

The Robotics Competition is a team event. Teams of 4-8 members will design, program, construct, and implement their robot in order to address the 2018-19 Robotics Challenge: Reduce, Reuse, Refine. 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 4-8 Beta 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 2018-19 Robotics Challenge or Theme: Reduce, Reuse, Refine

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

4. Each robot must comply with all restrictions, measurements, and other specifications listed below.

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

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

7. 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.

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

9. Set-up time for robots and all props will be limited to 15 minutes. Two adults may assist the team during the set-up time.

10. Teams will be given two minutes to perform the challenge during the judging time.

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

12. There will be a public showcase for convention attendees. Teams will continue to perform the challenge during this viewing time. Teams should prepare for questions and explanations of the robots' functions.

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

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

4. Rechargeable batteries of no more than 9.6V capacity are allowed and no more than two batteries per robot allowed. All power sources must be 100% contained in the robot body.

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

6. All robots with active moving parts that might be considered a weapon must have a Master Kill Switch that deactivates the moving parts immediately, or designed/programmed to cease operation when radio signal is lost or some sort of tether is cut. This is for the safety of the audience and the other competitors. Any robot that is designated by officials during check in to be of any danger due to the robot's design properties will not be allowed to compete.

7. 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

Robotics Showcase is an open-ended inquiry-based program. The students will investigate, find solutions, strategies, and designs from infinite number of possibilities. Science, Technology, Engineering, and Mathematics (STEM) education is used to identify activities involving any of these four areas, a STEM-related course, or an interconnected or integrated program of study. The Robotics Showcase incorporates all four areas of study and integrates each of them throughout the design, programming, construction, and implementation of the robot for the competition.

- Critical Thinking
- Decision Making
- Collaboration
- Analytical Skills
- Computational Thinking
- Problem Solving
- Effective Communication and Presentation Skills

JUDGING CRITERIA

ROBOTICS	5	4	3	2	1
Innovation Creation of new, unique, or unexpected features, designs, programs, strategies or applications that are beneficial in performing the task. Creative solution in all aspects of the challenge.	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Mission Strategy Ability to clearly define and describe the team strategy in completing the challenge.	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Automation/Navigation Ability of the robot to move or act as intended using mechanical and/or sensor feedback with minimal reliance on driver intervention and/or program timing	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Robot Durability and Complexity Evidence of structural integrity; ability to withstand rigors of competition. Robot can complete multiple tasks of the challenge: move, shake, create	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Design Process Ability to develop and explain improvement cycles where alternatives are considered and narrowed, selections tested, designs improved (applies to programming as well as mechanical design)	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Overall Quality Ability to achieve one or more of the tasks in the challenge: movers, shakers, creators using creative solutions. Props, costumes, robot name all work together cohesively to convey challenge ideas.	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Team Collaboration Team works together throughout the entire process from design concepts to final challenge.	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
DEDUCTION	-5				
Size	Exceeds 12 x12 limit				
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.
- Check the students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY
All Trophies Awarded at State Convention

SERVICE LEARNING SHOWCASE

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

COMPETITION GUIDELINES

1. Each club must use a display board that is the size of a standard science fair 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 exceed the regulation size noted above.

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

4. Electricity will not be provided.

5. The Service Learning Showcase Form provided should be attached to the back of the service board.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation

- Information/Media Literacy

- Design Elements/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.

- **One student must present the Service Learning Showcase board at the time designated in the program.**
- **The student from each club entry will be interviewed by a panel of judges to discuss the criteria below.**

Service Learning Showcase	5	4	3	2	1
Interpretation and Illustration Club Service	Excellent: The board interprets and illustrates exceptionally well. Presentation is relevant to theme. The message is very clear and very concise.	Good: The board adequately interprets and illustrates. The presentation is mostly relevant to the theme. The message is clear and concise.	Average: The board displays an average interpretation and illustration. Presentation is adequately relevant to the theme. The message is fairly clear.	Fair/Needs Work: The board displays minimal interpretation and illustration. Presentation is minimally relevant to the theme. The message is unorganized and difficult to understand.	Poor/Not Acceptable: The board does not interpret and illustrate. The presentation is not relevant to the theme. The message is neither clear, nor concise.
Craftsmanship (Workmanship put into creating the board)	Excellent: Materials and artwork create an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship.	Good: Materials and artwork used create a good visual display. The work done is with good effort and there is evidence of adequate workmanship.	Average: Materials and artwork create an average visual display. The work done is with fair effort and there is evidence of average workmanship.	Fair/Needs Work: Materials and artwork create a limited visual display. The work done is with little effort and minimal evidence of workmanship.	Poor/Not Acceptable: Materials and artwork do not create an appropriate visual display. The work lacks effort and exhibits poor workmanship.
Originality, Color, Contrast, & Creativity	Excellent: Design of board reflects an exceptional degree of student creativity. Eye catching; great use of colors, textures, shapes, and spacing. Exceptionally appealing design.	Good: Design of board reflects a good degree of student creativity. Good use of colors, textures, shapes, and spacing. An adequately appealing design.	Average: Design of board reflects a fair degree of student creativity. Fair use of colors, textures, shapes, and spacing. A design with an average appeal.	Fair/Needs Work: Design of board reflects a limited degree of student creativity. Minimal use of colors, textures, shapes, and spacing. Somewhat appealing design.	Poor/Not Acceptable: Design of board reflects a poor degree of student creativity. Poor use of colors, textures, shapes, and spacing. Not appealing.
Overall Service	Excellent: Spotlights service project in full detail . Explanation of service is exceptional.	Good: Spotlights service project giving some details. Explanation of service is somewhat developed.	Average: Spotlights service project in full detail . Explanation of service is average.	Fair/Needs Work Project does not fully showcase service. Explanation is weak.	Poor/Not Acceptable: Does not give any details of the service project. Does not adequately explain service.
DEDUCTION	-5				
Size	Board does not adhere to size guidelines.				
Support	Board is not free-standing.				

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

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

SERVICE LEARNING SHOWCASE

PRINT AND ATTACH TO THE BACK OF THE BOARD

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.

Describe how your club collaborated to create the board:

SHOW CHOIR

The Show Choir competition is designed for at least but not limited to twelve 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.

COMPETITION GUIDELINES

1. Practice appropriateness when selecting your repertoire. Any style is acceptable as long as one remembers that originality, innovation, versatility and good program flow will be considered.

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 soundtrack.

4. No instruments of any kind will be allowed in the competition. All performances must be a cappella or sung with an accompaniment track (CD or flash drive) . No tuned percussion of any kind are permitted, with the exception of pitch pipes or similar devices used solely to generate a starting pitch. Synthesized or background vocals on the soundtrack are strictly permitted.

5. Selections must be sung from memory.

6. No props are allowed during a choral performance.

7. 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 to perform during the General Session, must perform the same material they used for competition.

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

EDUCATIONAL CONNECTIONS

- Performing Arts Standards (vocal)
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Manipulation of Language
- Interpretation and Innovation
- Dance and Choreography

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

JUDGING CRITERIA

CHORAL	20	15	10	5	1
Preparedness • **Evidence of Rehearsal** • **Synergy of performers**	Excellent Performance was extremely rehearsed and prepared with excellent attention to details.	Good Performance was well rehearsed and prepared with some attention to details.	Average Performance was somewhat rehearsed and prepared with average attention to details.	Fair/ Needs Work Performance was not well rehearsed and prepared with little to no attention to details.	Poor/Not Acceptable No evidence of preparedness or attention to detail
Stage Presence/ Appearance	Excellent The performer(s) presented themselves professionally and in matching attire. Performer(s) had excellent eye contact and connection with the audience.	Good The performers(s) presented themselves somewhat professionally and in matching attire. They showcased confidence and personality and had good eye contact and connection with the audience.	Average The performers(s) presented themselves with average professionally . They showcased average confidence and personality but lacked connection with the audience.	Fair/ Needs Work The performer(s) presented themselves slightly neatly, and cleanly, and not in matching attire . The performers had little to no eye contact towards the audience. There is room for improvement.	Poor/Not Acceptable The performer(s) presented themselves unorganized. Little to no presence of personality, originality and confidence was shown. There is a lot of room for improvement.
Overall Performance	Excellent Performer(s) achieved all expectations in creating an outstanding performance. Excellent effort was made to showcase a performance with no errors.	Good The performance was carried out very well, although they might have had a few minor errors or things that could be improved.	Average The performance was average. although they might have had a few minor errors or things that could be improved.	Fair/ Needs Work The performance could be better but over all the performer(s) put forth a good effort.	Poor/Not Acceptable The performance was not well thought out. There were multiple improvements that could have been made.
Balance, Blend, Intonation	Harmony, melody, and rhythm parts are exceptionally balanced. Exceptionally centered pitch. Accurately matched word sounds (vowels, consonants, dipthongs).	Harmony, melody, and rhythm parts are adequately balanced. Frequently centered pitch. Maintains matched word sounds (vowels, consonants, dipthongs).	Harmony, melody, and rhythm parts are fairly balanced. Averagely centered pitch. Displays matched word sounds (vowels, consonants, dipthongs).	Harmony, melody, and rhythm parts are somewhat balanced. Moderately centered pitch. Limited matched word sounds (vowels, consonants, dipthongs).	Harmony, melody, and rhythm parts are poorly balanced. Attempted to center pitch. Inadequate matched word sounds (vowels, consonants, dipthongs).
Arrangement, Rhythmic Accuracy	The interpretation of the arrangement is very musically, lyrically, and rhythmically interesting. Range is exceptionally appropriate for singers' voices (i.e. avoids low end muddiness and high end screeches).	The interpretation of the arrangement is musically, lyrically, and rhythmically good . Range is adequately appropriate for singers' voices (i.e. avoids low end muddiness and high end screeches.	The interpretation of the arrangement is musically, lyrically, and rhythmically average. Range is somewhat appropriate for singers' voices (i.e. avoids low end muddiness and high end screeches).	The interpretation of arrangement is limited musically, lyrically, and rhythmically. Range is minimally appropriateness for singers' voices (i.e. avoids low end muddiness and high end screeches)..	The interpretation of arrangement is musically, lyrically, and rhythmically poor. Range is not appropriate for singers' voices (i.e. avoids low end muddiness and high end screeches).
Dynamics, Diction	Dynamics are exceptionally interesting and appropriately executed. Phrases are exceptionally shaped. Diction is very distinct. Breathing does not draw much negative attention, or is very stylistically appropriate.	Dynamics are frequently interesting and appropriately executed. Phrases are adequately shaped. Diction is acceptably distinct. Breathing does not draw much negative attention, or is frequently stylistically appropriate.	Dynamics are average in interest and appropriateness of execution. Phrases are shaped. Diction is average in distinction. Breathing does not draw much negative attention, or is average in stylistic appropriateness.	Dynamics are moderate in interest and appropriateness of execution. Phrases are minimally shaped. Diction is moderately distinct. Breathing does not draws minimal negative attention, or is limited in stylistic appropriateness.	Dynamics are lacking in interest and is not appropriately executed. Phrases are not shaped. Diction is not distinct. Breathing does negative attention, or lacks stylistic appropriateness.
DEDUCTIONS	-10				
Time Limit	Did not follow time limit				
Guidelines	Did not follow competition guidelines				

HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.
- Bring a copy of the original and re-written lyrics to the competition to give to the competition coordinator at the time of performance

NATIONAL ELIGIBILITY
All Trophies 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 are grades 9th and 10th and Division II are grades 11th and 12th. A club may enter one student in <u>both</u> Division I and Division II.

DIVISION I (Grade 9-10)

DIVISION II (Grade 11-12)

COMPETITION GUIDELINES

Time Limit: 2- 3 minutes.
There will be an official timer to record times. The speaker will receive a 5-point deduction for every 15 seconds of his/her speech less than two minute or exceeding three minutes.

1. Participants must be dressed in business attire. Props or costumes are not allowed.

2. Random draw will determine the order of speech presentations.

3. Spectators will be permitted based on room size. Every effort will be made for each participant to be allowed two spectators.

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

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Oral Communication/Persuasive Presentation
- Information/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

- **Students will be evaluated by a panel of judges using the criteria below.**

SPEECH	5	4	3	2	1
INTEREST LEVEL	Excellent: Speech topic was well chosen. Very appropriate for audience and fully maintained audience's attention.	Good: Speech topic was adequately chosen. Appropriate for audience and maintained audience's attention.	Average: Speech topic was average. Acceptable for audience and somewhat held audience's attention.	Fair/Needs Work: Speech topic was given minimal consideration. Somewhat acceptable for audience and minimally maintained audience's attention.	Poor/Not Acceptable: Speech topic was given no consideration. Inappropriate for audience and failed to maintain audience's attention.
ORGANIZATION	Excellent: The speech has a well-developed thesis and an effective organizational structure. Transitions are executed exceptionally well.	Good: The speech has a clear thesis and effective organizational structure. Adequate transitions are present.	Average: The speech has an average thesis, minimal evidence of an organizational structure. Average transitions are present.	Fair/Needs Work: The speech has a limited thesis, an inconsistent organizational structure, and transitions are weak.	Poor/Not Acceptable: The speech is absent of a thesis and has little or no discernible organizational structure. Transitions are not evident.
SUPPORT	Excellent: Evidence of support is well presented, creating unity and completeness.	Good: Adequate evidence of support is presented, creating unity and completeness.	Average: A sense of completeness is present, though there may be minor flaws and some ideas may be loosely connected with average evidence of support.	Fair/Needs Work: Flaws are evident with nominal supporting evidence.	Poor/Not Acceptable: Evidence of support is missing.
DELIVERY	Excellent: Speaker maintains excellent eye contact and displays obvious genuineness and enthusiasm. Speaker's presentation is grammatically correct and practices obvious enunciation with competent diction.	Good: Speaker maintains adequate eye contact and displays adequate genuineness and enthusiasm. Speaker's presentation is mostly grammatically correct and practices effective enunciation with competent diction.	Average: Speaker maintains average eye contact and is somewhat genuine and enthusiastic in the presentation. Speaker's delivery is somewhat grammatically correct with average enunciation and diction.	Fair/Needs Work: Speaker maintains minimal eye contact and displays minimal genuineness and enthusiasm. Speaker's presentation is minimally grammatically correct with below average enunciation and diction.	Poor/Not Acceptable: Speaker lacks eye contact and fails to displays genuineness and enthusiasm. Speaker's presentation is not grammatically correct with poor enunciation and diction.
OVERALL EFFECTIVENESS	Excellent: Speech presentation was highly effective.	Good: Speech presentation was adequately effective.	Average: Speech presentation was average.	Fair/Needs Work: Speech presentation displayed minimal effectiveness.	Poor/Not Acceptable: Speech presentation was not effective.
PROFESSIONALISM	Excellent: Exceptionally prepared and professionalism is strongly evident.	Good: Adequately prepared and professionalism is evident.	Average: Somewhat prepared and professionalism is average.	Fair/Needs Work: Minimally prepared and professionalism is lacking.	Poor/Not Acceptable: Not prepared and professionalism is not evident.
DEDUCTION	-5				
Time Limit	Under 2 minutes or over 3 minutes.				
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.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY
All Trophies 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 technology format of their choice, use creativity to express themselves, and communicate the ideas of the theme.

COMPETITION GUIDELINES

1. Technology entries will be presented to a panel of judges during the convention. Two club members will present the project on their device. No electricity or internet connections will be provided.

2. This club project must adhere to the following topic/theme: **Today's Leaders Tomorrow's Future**

3. Time limit will be two (2) minutes.

4. All entries must be created by Beta members during the current school year.

5. The media may be used in promotional materials by The National Beta Club.

6. Clubs are encouraged to use a variety of media, audio techniques, transitions, and entertainment elements.

EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Information/Media Literacy
- Design Elements/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

- **Judges will evaluate technology presentations based on the rubric below.**
- **Judging will take place during the convention at the designated time.**

TECHNOLOGY	5	4	3	2	1
Theme	Excellent: The theme of the technology is exceptionally developed and evident in all aspects of presentation.	Good: The theme of the technology is adequately developed and evident in most aspects of presentation.	Average: The theme of the technology is fairly developed and evident in some aspects of presentation.	Fair/Needs Work: The theme of the technology is minimally developed and not evident in all aspects of presentation.	Poor/Not Acceptable: The theme of the technology is not developed and not evident in the presentation.
Technical Skill	Excellent: The work exceeds all expectations and exhibits great effort put into use of transitions, audio, and media format .	Good: The work done is with good effort and there is evidence of adequate transitions, audio, and media format	Average: The work done is with fair effort and there is evidence of average transitions, audio, and media format	Fair/Needs Work: The work done is with little effort and minimal evidence of transitions, audio, and media format	Poor/Not Acceptable: The work lacks effort and poor transitions, audio, and media format.
Content	Excellent: Content of technology reflects an exceptional degree of variety that clearly shows multiple facets of Beta.	Good: Content of technology reflects a good degree of variety that shows multiple facets of Beta.	Average: Content of technology reflects a fair degree of variety that shows multiple facets of Beta.	Fair/Needs Work: Content of technology reflects a limited degree of variety.	Poor/Not Acceptable: Content of technology reflects a poor degree of variety.
Originality & Creativity	Excellent: Technology presentation reflects an exceptional degree of student creativity. Eye catching; great use of media, student performers, and audio elements.	Good: Technology presentation reflects a good degree of student creativity. Good use of media, student performers, and audio elements.	Average: Technology presentation reflects a fair degree of student creativity. Fair use of media, student performers, and audio elements.	Fair/Needs Work: Technology presentation reflects a limited degree of student creativity. Minimal use of media, student performers, and audio elements.	Poor/Not Acceptable: Technology presentation reflects a poor degree of student creativity. Poor use of media, student performers, and audio elements.
Presentation	Excellent: Technology creates an exceptional overall appeal Student explanation of the use of the elements is exceptional.	Good: Technology creates an adequate overall appeal. Student explanation of the elements is adequate.	Average: Technology creates an average overall appeal. Student explanation of the elements is developed.	Fair/Needs Work: Technology creates a limited overall appeal. Student explanation of the elements is moderate.	Poor/Not Acceptable: Technology does not create an appropriate overall appeal. Student explanation of the elements is poor.
DEDUCTION	-5				
Guidelines	Technology presentation does not adhere to guidelines.				

HOW TO ENTER

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

NATIONAL ELIGIBILITY
All Trophies Awarded
at State Convention

TWO DIMENSIONAL DESIGN

The Two Dimensional Design competition allows each club to submit one free standing design that depicts the 2018-2019 theme: Beta Fueling the Future. One student 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. This is a club entry. One student must present the free standing design at a designated time listed in the program. He/she must remain with the project during the judging process to be interviewed by a panel of judges to discuss design, collaboration, process, and craftsmanship. Designs must remain on display until the time of pick up listed in the program.

2. Designs must reflect the theme: Beta Fueling the Future.

3. 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.

4. 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.

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

6. 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

- **One student must present the Two Dimensional Design at the time designated in the program.**
- **The student will be interviewed to discuss the criteria below.**

Two Dimensional Design	5	4	3	2	1
Interpretation and Illustration of the Theme	Excellent: The design interprets and illustrates the theme exceptionally well. Presentation is relevant to theme. The message is very clear and very concise.	Good: The design adequately interprets and illustrates the theme. The presentation is mostly relevant to the theme. The message is clear and concise.	Average: The design displays an average interpretation and illustration of the theme. Presentation is adequately relevant to the theme. The message is fairly clear.	Fair/Needs Work: The design displays minimal interpretation and illustration of the theme. Presentation is minimally relevant to the theme. The message is difficult to understand.	Poor/Not Acceptable: The design does not interpret and illustrate the theme. The presentation is not relevant to the theme. The message is neither clear, nor concise
Craftsmanship	Excellent: Materials and artwork create an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship.	Good: Materials and artwork used create a good visual display. The work done is with good effort and there is evidence of adequate workmanship.	Average: Materials and artwork create an average visual display. The work done is with fair effort and there is evidence of average workmanship.	Fair/Needs Work: Materials and artwork create a limited visual display. The work done is with little effort and exhibits minimal evidence of workmanship.	Poor/Not Acceptable: Materials and artwork does not create an appropriate visual display. The work lacks effort and exhibits poor workmanship.
Originality, Color, Contrast, & Creativity	Excellent: Design reflects an exceptional degree of student creativity. Eye catching; great use of colors, textures, shapes, and spacing. Exceptionally appealing design.	Good: Design of reflects a good degree of student creativity. Good use of colors, textures, shapes, and spacing. An adequately appealing design.	Average: Design of reflects a fair degree of student creativity. Fair use of colors, textures, shapes, and spacing. A design with an average level of appeal.	Fair/Needs Work: Design of reflects a limited degree of student creativity. Minimal use of colors, textures, shapes, and spacing. Little appealing design.	Poor/Not Acceptable: Design of reflects a poor degree of student creativity. Poor use of colors, textures, shapes, and spacing. Not appealing.
Presentation of Design	Excellent: Design creates an exceptional overall appeal. Explanation of design and collaboration is exceptional.	Good: Design creates an adequate overall appeal. Explanation of design and collaboration is adequate.	Average: Design creates an average overall appeal. Explanation of design and collaboration is developed.	Fair/Needs Work: Design creates a limited overall appeal. Explanation of design and collaboration is moderate.	Poor/Not Acceptable: Design does not create an appropriate overall appeal. Explanation of design and collaboration is poor.
DEDUCTION	-5				
Size	Design does not adhere to size guidelines.				
Guidelines	Design does not follow competition guidelines.				
Standard	Design is not presented on a standard.				

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.

TWO DIMENSIONAL DESIGN FORM

PRINT AND ATTACH TO THE BACK OF THE BANNER

SCHOOL: _____ CLUB ID NUMBER: _____

How does the project communicate the theme: Beta Fueling the Future?

Describe how your club collaborated to create the design:

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

VISUAL ARTS

Digital Art
Drawing
Fiber Arts
Jewelry
Mixed Media

Painting
Photography
Sculpture
Recyclable Art
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. Students will present finished pieces of art at a time designated in the program to be judged by a panel of judges. 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 for his/her division; however, an individual may enter more that one category. Schools are limited to one entry per category in each division.

3. Although reasonable precautions to protect entries will be taken, the National Beta Club 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.

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

5. All artwork completed by the individual or group must be presented for judging 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 program .

EDUCATIONAL CONNECTIONS

- Visual Arts Standards
- Creativity and Innovation
- Communication andCollaboration
- 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.

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

**NATIONAL ELIGIBILITY
All Trophies 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:_____

TITLE OF ARTWORK:_____

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 trophies 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 trophies 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/COO/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/COO/Convention Staff will monitor weather reports for change in conditions.