*Due to COVID19 and various state mandates, these dates are subject to change. A decision will be made regarding the status of the convention at least 60 days prior to the convention. Please check [www.betaclub.org](http://www.betaclub.org) for the latest updates.*

<table>
<thead>
<tr>
<th>STATE</th>
<th>REGISTRATION DEADLINE</th>
<th>CONVENTION DATES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alabama</td>
<td>February 24, 2021</td>
<td>March 24-26, 2021</td>
</tr>
<tr>
<td>Arkansas</td>
<td>December 17, 2020</td>
<td>January 21-22, 2021</td>
</tr>
<tr>
<td>Florida</td>
<td>January 28, 2021</td>
<td>February 26-27, 2021</td>
</tr>
<tr>
<td>Georgia</td>
<td>December 17, 2020</td>
<td>January 27-29, 2021</td>
</tr>
<tr>
<td>Illinois</td>
<td>February 4, 2021</td>
<td>March 4-5, 2021</td>
</tr>
<tr>
<td>Indiana</td>
<td>October 15, 2020</td>
<td>November 13-14, 2020</td>
</tr>
<tr>
<td>Kentucky</td>
<td>December 15, 2020</td>
<td>January 10-12, 2021</td>
</tr>
<tr>
<td>Louisiana</td>
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<td>February 10-12, 2021</td>
</tr>
<tr>
<td>Mississippi</td>
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<td>February 28 - March 2, 2020</td>
</tr>
<tr>
<td>Missouri</td>
<td>November 12, 2020</td>
<td>December 11-12, 2020</td>
</tr>
<tr>
<td>North Carolina</td>
<td>January 5, 2021</td>
<td>January 29-30, 2021</td>
</tr>
<tr>
<td>Ohio</td>
<td>January 28, 2021</td>
<td>February 24-25, 2021</td>
</tr>
<tr>
<td>Oklahoma</td>
<td>February 9, 2021</td>
<td>March 8-9, 2021</td>
</tr>
<tr>
<td>South Carolina</td>
<td>January 14, 2021</td>
<td>February 12-13, 2021</td>
</tr>
<tr>
<td>Tennessee</td>
<td>January 14, 2021</td>
<td>February 14-16, 2021</td>
</tr>
<tr>
<td>Texas</td>
<td>December 17, 2020</td>
<td>January 22-23, 2021</td>
</tr>
<tr>
<td>Virginia</td>
<td>January 14, 2021</td>
<td>February 12-13, 2021</td>
</tr>
<tr>
<td>West Virginia</td>
<td>October 22, 2020</td>
<td>VIRTUAL</td>
</tr>
</tbody>
</table>
HEALTH & SAFETY GUIDELINES

Students must follow state and local mandates regarding social distancing as well as health guidelines for all competitions. Competition rules have been adjusted to allow for a minimum number of participants required and will not negatively impact scores during the judging process.

COMPETITIONS

State Conventions now include hybrid competitions, onsite only competitions and online only competitions. In the event that a state convention has to be virtual only, all competitions will be offered virtually.

Types of Competitions:

• Hybrid Competition = A competition that can be completed virtually or at an onsite convention.
• Onsite Competition = A competition that can only be completed at an onsite convention.
• Online Competition = A competition that will exclusively be conducted virtually.

At a hybrid convention, clubs can participate in both hybrid and onsite only competitions. However, only one entry per competition is allowed per the Convention Handbook. For example: At a hybrid state convention, ABC Club can enter the virtual option of Portfolio, and the onsite only option of Engineering.

**Hybrid Competitions**
- Apparel Design
- Character Performance
- Creative Writing
- Living Literature
- Marketing & Communications
- Poetry
- Portfolio
- Robotics Showcase
- Service Learning Showcase
- Speech
- Technology
- Three Dimensional Design
- Two Dimensional Design
- Visual Arts

**Onsite Only Competitions**
- Candidate
- Engineering
- Onsite Art
- Performing Arts - Group
- Performing Arts - Solo, Duo, Trio
- Quiz Bowl Oral Rounds
- Show Choir

**Online Competitions**
- Academics
- Freshman Problem Solving
- Quiz Bowl Written Test

**Virtual ONLY Conventions**
All competitions will be offered. Score sheets will not be available for Virtual ONLY Conventions.
If you encourage a new club to attend your STATE BETA CONVENTION for the first time or encourage an established club to attend that has not attended STATE BETA CONVENTION for the past three years, your club can earn rewards and recognition.

As a part of the CONVENTION MENTOR PROGRAM, your club will receive a credit of $4.00 for each Beta member that attends the 2020 - 2021 STATE BETA CONVENTION for the first time or for the first time in three years.

Credit will be issues one month after state convention and will expire on June 1, 2021.

Questions? Email convention@betaclub.org
REGISTER AT LEAST 20 OR MORE BETA MEMBERS ONLINE BY THE CONVENTION DEADLINE DATE.

AND

INCREASE MEMBER ATTENDANCE BY 10% COMPARED TO 2019 - 2020 CONVENTION ATTENDANCE.

G.O.L.D. KEY AWARD
(Growth Opportunities in Leadership Development)

10% ATTENDANCE GROWTH
BE ELIGIBLE FOR A G.O.L.D. KEY GROWTH AWARD THIS YEAR!

- REGISTER AT LEAST 20 OR MORE BETA MEMBERS ONLINE BY THE CONVENTION DEADLINE DATE.

AND

- INCREASE MEMBER ATTENDANCE BY 10% COMPARED TO 2019 - 2020 CONVENTION ATTENDANCE.
HOW TO REGISTER

STEP 1
• Go to www.betaclub.org/events
• Click on Conventions
• Click on the state tab and click register
• Enter log-in and password

STEP 2
• Click on all students and sponsors attending*
• Enter names of all chaperones and guests attending*
• Enter correct phone number and email in case of emergency.
• Indicate sponsors or chaperones willing to coordinate or judge.
• Provide contact information for any volunteers.

*If only submitting entries virtually for a hybrid convention, it is not necessary to register sponsors, chaperones or guests. If participating at the onsite convention in any way, sponsors, chaperones and guests must be registered.

STEP 3
• Click on the competitions to register your students.
• Many competitions require names for verification purposes.
• Finalize registration by clicking submit.
• Any changes to registration can be made in-person at the convention.
• Competitors may be substituted at the convention.

STEP 4
Payment made by:
• Credit Card: include school name, club ID and invoice #
• School Check: include school name, club ID and invoice #
• School Authorized PO: include school name, club ID and invoice #
  • EMAIL TO: po@betaclub.org
  • MAIL TO: National Beta Club
             151 Beta Club Way
             Spartanburg, SC 29306

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

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

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

At least two weeks prior to the convention deadline date, contact membership@betaclub.org to make any membership additions or changes.

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

**GENERAL RULES**

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

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

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

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

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

**CAMPAIGNING GUIDELINES**

1. No handouts, balloons, food products, stickers, promotional items, speakers, noise makers, or weapons are allowed.

2. No chanting at anytime except during the one minute skit performance.

3. Only members from the candidate’s club may wear campaign t-shirts at anytime during the convention.

4. Only members of the candidate’s club may participate in the campaign skit. No adults onstage during the skit performance.

5. Costumes may be worn during the campaign session only.

6. Signs and placards may only be used during the skit.

7. Candidate’s slogan, movie references or the song, as performed, must not refer to alcohol, drugs, sex, race, or make use of inappropriate language.
DRESS CODE GUIDELINES

1. Black/charcoal suit or at a minimum black/charcoal dress slacks/skirt with a black/charcoal jacket, tie/scarf, dress shirt, and dress shoes. The business suit skirt must be at least fingertip length.

2. Candidate must wear business attire and dress shoes throughout the duration of the convention.

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, or flirting.

3. The National Beta Club recognizes and respects that participating students may have religious, political, and other beliefs that they wish to reference in their recognitions and speeches at conferences. National Beta does not censor students from making such expressions. However, students are expected to recognize that not all students participating in the Club’s activities are of the same faith or hold the same views. National Beta is a diverse organization. Our members have had different life experiences, and they also have firmly held beliefs that are not the same as other members of our organization. Therefore, each student must be respectful of the opinions and feelings of others in their speeches and communications. Students should be mindful of how their words will be received by others and should avoid any comments that could be disrespectful of another person’s beliefs or views.

4. Delivery of speech must not be suggestive in any way (no sexual connotations).

5. No singing, rapping, costuming, dramatization props, slides, videos, or inappropriate gestures during the speech.

CANDIDATE SKIT  
TIME LIMIT: 1 MINUTE

1. The candidate will not take part in the promotional skit.

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

3. 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.

4. No inappropriate dance moves or gestures. No balloons, hay or confetti in the skit.

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

6. SAFETY - Tumbling passes or cheerleading stunts are not allowed with the exception of cartwheels, aerial cartwheels, walk overs, back bends and round-offs performed singularly.

7. SAFETY - Guns, nor the portrayal of guns, are permitted.

8. SAFETY - Metal or wood may not be used in the construction of backdrops. However, metal or wood bases, no taller than 36”/3 feet, can be used to transport and/or support backdrops. Props (table, chairs, etc.) made of metal or wood may be used.

9. SAFETY - Only portable choral risers may be used to elevate participants.
**Question & Answer Segment**

1. All candidates will draw from a pool of questions.
2. Timing starts after the question has been read.
3. No singing, rapping, costuming, dramatization, props, slides, videos, or inappropriate gestures during Q&A.

**Voting Procedures**

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

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

- **75% of votes per rule infraction:** *Skit, speech, and slogan must not refer to alcohol, drugs, sex, race, or make use of inappropriate language. Obscene dress or removal of clothing while on stage.*

- **25% of votes per rule infraction:** *All other infractions.*

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

**How to Enter**

2. Please provide all information on candidate in the provided fields.
3. Indicate that the candidate has read the pledge to office and will abide by all rules.
4. The entry must be completed and submitted by the deadline date.
### JUDGING CRITERIA

<table>
<thead>
<tr>
<th>CAMPAIGN SKIT</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CANDIDATE PROMOTION</strong></td>
<td>Excellent promotion of candidate.</td>
<td>Good promotion of candidate.</td>
<td>Average promotion of candidate.</td>
<td>Minimal promotion of candidate.</td>
</tr>
<tr>
<td><strong>USE OF ORIGINALITY IN CANDIDATE’S SLOGAN</strong></td>
<td>Excellent use of originality in interpretation of candidate’s slogan.</td>
<td>Good use of originality in interpretation of candidate’s slogan.</td>
<td>Average use of originality in interpretation of candidate’s slogan.</td>
<td>Minimal use of originality in interpretation of candidate’s slogan.</td>
</tr>
<tr>
<td><strong>STAGE PRESENCE</strong></td>
<td>Excellent stage presence that includes confidence, personality and audience connection.</td>
<td>Good stage presence that includes confidence, personality and audience connection.</td>
<td>Average stage presence that includes confidence, personality and audience connection.</td>
<td>Minimal stage presence that includes confidence, personality and audience connection.</td>
</tr>
<tr>
<td><strong>CREATIVITY</strong></td>
<td>Excellent performance that was creative throughout the entire skit.</td>
<td>Good performance that was creative throughout the entire skit.</td>
<td>Average performance that was creative throughout the entire skit.</td>
<td>Minimal performance that was creative throughout the entire skit.</td>
</tr>
<tr>
<td><strong>OVERALL PERFORMANCE AND ENTERTAINMENT QUALITY</strong></td>
<td>The skit showcased excellent entertainment quality throughout and achieved an excellent performance.</td>
<td>The skit showcased good entertainment quality throughout and achieved a good performance.</td>
<td>The skit showcased average entertainment quality throughout and achieved an average performance.</td>
<td>The skit showcased minimal entertainment quality throughout and achieved a minimal performance.</td>
</tr>
<tr>
<td><strong>DEDUCTIONS</strong></td>
<td>Did not follow competition guidelines. -10</td>
<td>Did not follow competition SAFETY guidelines. -15</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
These online tests are designed to offer students the opportunity to test their academic skills and to reinforce educational standards. Each of the listed academic subjects will be a 45 minute online multiple choice test to be taken during a designated testing window prior to convention. A club may enter one student in each grade level per content area. A student may take only one test. A link to tests will be sent to registered club sponsors. Test access will be linked to the registered student’s Beta Membership ID number. Changes may not be made after the finalization of registration.

**TIME LIMIT: 45 MINUTES**

### COMPETITION GUIDELINES

1. No consultation is allowed during the testing time.
2. Completion time of all tests will be recorded. In case of a tie, the participant who finished first will be declared the winner.
3. 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.

### EDUCATIONAL CONNECTIONS

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<thead>
<tr>
<th>AGRISCIENCE</th>
<th>LANGUAGE ARTS</th>
<th>MATH</th>
<th>SCIENCE</th>
<th>SOCIAL STUDIES</th>
<th>SPANISH</th>
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<tr>
<td>Animal Science</td>
<td>Grade 9-12 Standards</td>
<td>Grade 9-12 Standards</td>
<td>Grade 9.12 Standards</td>
<td>Grade 9-12 Standards</td>
<td></td>
</tr>
<tr>
<td>Plant Science</td>
<td>Critical Thinking</td>
<td>Critical Thinking</td>
<td>Critical Thinking</td>
<td>Critical Thinking</td>
<td></td>
</tr>
<tr>
<td>Soil Science</td>
<td>Literary Elements</td>
<td>Math Vocabulary</td>
<td>Science Vocabulary</td>
<td>Geography/US History/World History</td>
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</tr>
<tr>
<td>Agric Business</td>
<td>Vocabulary</td>
<td>Algebra/Geometry/Computation/Problem Solving/Measurement</td>
<td>Earth Science/Biology/Oceanography/Chemistry</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>ELA Core Content</td>
<td></td>
<td></td>
<td>Social Studies Vocabulary</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Reading Comprehension</td>
<td></td>
<td></td>
<td>Container</td>
<td></td>
</tr>
</tbody>
</table>

- Spanish Expressions
- Grammar
- Spanish Core Content
- Spanish I-IV

### HOW TO ENTER

- Visit [www.betaclub.org/registration](http://www.betaclub.org/registration) and follow directions.
- Register students and then select competitions to enter.
- Check the student that will participate in each category.

**NATIONAL ELIGIBILITY**

All Plaques Awarded at State Convention
The Apparel Design competition allows each club to submit one club-designed piece of apparel depicting the 2020-2021 Theme: It All Began With Beta. This competition is designed to encourage creativity, innovation, interpretation of theme, and artistic design. A club may only have one entry.

**COMPETITION GUIDELINES**

1. The project will remain on display until the designated pick up time.
2. The apparel must adhere to the Convention Theme: It All Began With Beta.
3. The apparel must be student designed. Computer aided drawings are acceptable.
4. Apparel must have marketing potential to be commercially reproduced.
5. A complete Apparel Design Form should be attached to the back of the project.*
6. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.
7. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

*If only submitting entries virtually for a hybrid convention, information from the form will be submitted electronically.

**EDUCATIONAL CONNECTIONS**

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

**HOW TO ENTER**

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

**NATIONAL ELIGIBILITY**

All Plaques Awarded at State Convention
# Judging Criteria

<table>
<thead>
<tr>
<th>Apparel Design</th>
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<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interpretation and Illustration of the Theme</td>
<td>Excellent interpretation and illustration of the theme.</td>
<td>Good interpretation and illustration of the theme.</td>
<td>Average interpretation and illustration of the theme.</td>
<td>Minimal interpretation and illustration of the theme.</td>
</tr>
<tr>
<td>Artistic Design</td>
<td>Artistic Design creates an excellent visual display and exhibits excellent effort put into workmanship.</td>
<td>Artistic Design creates a good visual display and exhibits excellent effort put into workmanship.</td>
<td>Artistic Design creates an average visual display and exhibits excellent effort put into workmanship.</td>
<td>Artistic Design creates a minimal visual display and exhibits excellent effort put into workmanship.</td>
</tr>
<tr>
<td>Originality of Concept</td>
<td>Apparel reflects excellent originality of concept.</td>
<td>Apparel reflects good originality of concept.</td>
<td>Apparel reflects average originality of concept.</td>
<td>Apparel reflects minimal originality of concept.</td>
</tr>
<tr>
<td>Creativity, Color and Contrast</td>
<td>The apparel exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes and spacing.</td>
<td>The apparel exhibits a good degree of student creativity with an excellent use of colors, textures, shapes and spacing.</td>
<td>The apparel exhibits an average degree of student creativity with an excellent use of colors, textures, shapes and spacing.</td>
<td>The apparel exhibits a minimal degree of student creativity with an excellent use of colors, textures, shapes and spacing.</td>
</tr>
<tr>
<td>Marketing Potential for Commercial Reproduction</td>
<td>Apparel exhibits an excellent ability to be marketed and commercially reproduced.</td>
<td>Apparel exhibits a good ability to be marketed and commercially reproduced.</td>
<td>Apparel exhibits an average ability to be marketed and commercially reproduced.</td>
<td>Apparel exhibits a minimal ability to be marketed and commercially reproduced.</td>
</tr>
<tr>
<td>Deductions</td>
<td>This will be taken one time by the coordinator.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Did not follow competition guidelines.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>-10</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
How does the product communicate the theme: It All Began With Beta?

Sketch of design:

Describe how your club collaborated to create the design:

Describe any creative choices made in creating your final product:
The Character Performance competition provides an opportunity to create a dramatization that incorporates the ideals of Beta based on the theme - It All Began With Beta. This competition gives students the opportunity to write and perform a theatrical presentation that enhances performance skills, fosters collaboration and individual experience in communicating ideas through drama.

TIME LIMIT: 5 MINUTES

1. The team shall consist of three or more students.
2. The performance time is a maximum of 5 minutes.
3. Performance should feature the ideals of character, leadership, service, and/or academic achievement.
4. The performance must be based on the theme - It All Began With Beta.
5. Only costuming and hand held props are allowed. Teams may utilize small, easily portable props for the performance.
6. No backdrops or large wall-sized props are allowed. The focus should be on the actors/actresses and the performance.
7. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

EDUCATIONAL CONNECTIONS

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

HOW TO ENTER

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

NATIONAL ELIGIBILITY

All Plaques Awarded at State Convention
<table>
<thead>
<tr>
<th>CHARACTER PERFORMANCE</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CREATIVITY AND CONTENT</strong></td>
<td>Performance displays excellent creativity and reference to convention theme, well-developed emphasis of Beta Club ideals and optimal appropriateness.</td>
<td>Performance displays good creativity and reference to convention theme, adequately developed emphasis of Beta Club ideals and adequate appropriateness.</td>
<td>Performance displays average creativity and reference to convention theme, developed emphasis of Beta Club ideals and intermediate appropriateness.</td>
<td>Performance displays minimal creativity and reference to convention theme, moderately developed emphasis of Beta Club ideals and minimal appropriateness.</td>
</tr>
<tr>
<td><strong>EVIDENCE OF COORDINATION</strong></td>
<td>Participants display excellent ensemble coordination; evidence of collaboration and exceptional cooperation.</td>
<td>Participants display good ensemble coordination; acceptable evidence of collaboration and good cooperation.</td>
<td>Participants display average ensemble coordination; fair evidence of collaboration and average cooperation.</td>
<td>Participants display minimal ensemble coordination; minimal evidence of collaboration and moderate cooperation.</td>
</tr>
<tr>
<td><strong>ORGINIALITY</strong></td>
<td>Script is written or adapted by participants and displays excellent originality.</td>
<td>Script is written or adapted by participants and displays good originality.</td>
<td>Script is written or adapted by participants and displays average originality.</td>
<td>Script is written or adapted by participants and displays minimal originality.</td>
</tr>
<tr>
<td><strong>APPROPRIATE COSTUMES</strong></td>
<td>Excellent costuming that supports the theme and content, while effectively enhancing the performance.</td>
<td>Good costuming that supports the theme and content, while effectively enhancing the performance.</td>
<td>Average costuming that supports the theme and content, while effectively enhancing the performance.</td>
<td>Minimal costuming that supports the theme and content, while effectively enhancing the performance.</td>
</tr>
<tr>
<td><strong>CHARACTER</strong></td>
<td>Excellent characterization throughout the duration of the time limit</td>
<td>Good characterization throughout the duration of the time limit</td>
<td>Average characterization throughout the duration of the time limit</td>
<td>Minimal characterization throughout the duration of the time limit</td>
</tr>
<tr>
<td><strong>DEDUCTIONS</strong></td>
<td>This will be taken one time by the coordinator.</td>
<td>Did not follow competition guidelines.</td>
<td>-10</td>
<td></td>
</tr>
</tbody>
</table>
The Creative Writing Competition provides an opportunity for a student to use creative details through written expression as he/she interprets the prompt. There are two divisions: Division I - 9th and 10th grades and Division II - 11th and 12th grades. A club may enter both Division I and Division II.

**TIME LIMIT: 90 MINUTES**

**COMPETITION GUIDELINES**

1. Students will have a ninety (90) minute time limit.
2. No pre-written materials allowed.
3. Paper will be provided.
4. Students will need to provide their own writing instrument.
5. Each student may bring a dictionary and/or thesaurus.
6. Writing prompt will be assigned at the beginning of the competition.
7. Completed piece must be at least 200 words, but no more than 500 words. Word count must be documented at the end of the entry.
8. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

**EDUCATIONAL CONNECTIONS**

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

**HOW TO ENTER**

- 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 Plaques Awarded at State Convention
**CREATIVE WRITING**

<table>
<thead>
<tr>
<th>PURPOSE AND FOCUS</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>The prompt is addressed with an excellent purpose and focus. Main ideas and supporting details are clear and well developed.</td>
<td>The prompt is addressed with a good purpose and focus. Main ideas are presented and supported by details that are developed.</td>
<td>The prompt is addressed with an average purpose and focus. Main ideas are presented and supported by average details.</td>
<td>The prompt is addressed with a minimal purpose and focus. Main ideas are unclear and supported by minimal details.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ORGANIZATION AND DEVELOPMENT</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>The piece has an excellent beginning, middle and end.</td>
<td>The piece has a good beginning, middle and end.</td>
<td>The piece has an average beginning, middle and end.</td>
<td>The piece has minimal evidence of a beginning, middle and end.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STRUCTURE AND LANGUAGE</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Excellent use of vivid words and phrases that displays a command of figurative language. Excellent construction of sentences with a varied structure and length appropriate to prompt.</td>
<td>Good use of vivid words and phrases that displays an understanding of figurative language. Good construction of sentences with a varied structure and length appropriate to prompt.</td>
<td>Average use of vivid words and phrases that displays use of figurative language. Average construction of sentences with structure and length appropriate to prompt.</td>
<td>Minimal use of vivid words and phrases that displays some figurative language. Minimal construction of sentences with structure and length.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MECHANICS</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Excellent command of grammar, mechanics, and/or spelling that results in no errors.</td>
<td>Good command of grammar, mechanics, and/or spelling that results in a few errors.</td>
<td>Average command of grammar, mechanics, and/or spelling that results in several errors.</td>
<td>Minimal command of grammar, mechanics, and/or spelling that results frequent errors.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>OVERALL EFFECTIVENESS</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Excellent effectiveness and maintains the reader’s attention.</td>
<td>Good effectiveness and mostly maintains the reader’s attention.</td>
<td>Average effectiveness and somewhat maintains the reader’s attention.</td>
<td>Minimal effectiveness and does not maintain the reader’s attention.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DEDUCTIONS</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>This will be taken one time by the coordinator.</td>
<td>Did not follow competition guidelines.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>-10</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
This team competition demonstrates creative ability, collaboration and attention to detail to construct an invention in the spirit of Rube Goldberg. Teams use items from a specified list. Teams will be given an invention prompt at the beginning of the competition. The invention must have at least five steps. A step is defined as a power - whatever force causes the next reaction to take place. Teams will write an explanation to communicate the elements of the invention and creative concepts. Teams will be required to interact with judges.

TIME LIMIT: 2 HOURS

COMPETITION GUIDELINES

1. Each school may enter one team of three to five students.
2. Teams will be given two hours to construct the invention.
3. The invention must be constructed on a piece of plywood 24 inches by 48 inches. This piece of plywood will be separate from the material container.
4. The invention may have parts that suspend beyond the board, but cannot be braced/tethered/supported by anything (i.e. wall or floor) other than the board.
5. The team must use items from the specified list and materials must fit into a closed 18 gallon plastic storage container with a lid.
6. Power tools do not have to be placed in the container. Tools must be battery operated.
7. All construction must be done on-site. No steps can be preassembled, construction pieces must be separate and the board must be free of any writing or marks.
8. Electricity will not be available.
9. During the competition, objects may be attached to the board and/or to each other using adhesives, thumb tacks, nails, screws, wire, string, or tape.
10. The team gets one free touch to activate the invention.
11. SAFETY - Protective eyewear is required for each team member. Teams will not be allowed to participate without protective eyewear.

EDUCATIONAL CONNECTIONS

- Engineering and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Scale and Measurement
- Science, Technology, Engineering, the Arts and Mathematics (STEAM)
The following items must be included in the team’s container of approved materials: golf ball(s), cotton balls, thread spools, nails, cork, rubber bands, craft sticks, marbles, straws and pulleys. The team must use items from the specified list of materials below. Materials must fit into a closed 18 gallon container with lid. Teams will be responsible for all materials needed for the build, including tools, and plywood board. Protective eyewear is required and must be furnished by the competing teams.

<table>
<thead>
<tr>
<th>Thread spools</th>
<th>Mini-blind slats</th>
<th>Legos</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cans</td>
<td>Paper plates</td>
<td>Construx</td>
</tr>
<tr>
<td>Toothpicks</td>
<td>Wire</td>
<td>Balls (plastic, metal, rubber)</td>
</tr>
<tr>
<td>Toothbrushes</td>
<td>String</td>
<td>Cups</td>
</tr>
<tr>
<td>Paper clips</td>
<td>Tape</td>
<td>Plastic toys</td>
</tr>
<tr>
<td>Sandwich bags</td>
<td>Nails</td>
<td>Battery powered fan</td>
</tr>
<tr>
<td>Wood scraps</td>
<td>Screws</td>
<td>Cardboard</td>
</tr>
<tr>
<td>Dowels</td>
<td>Adhesives</td>
<td>Cork</td>
</tr>
<tr>
<td>Tubing</td>
<td>Balloons</td>
<td>Spoons</td>
</tr>
<tr>
<td>Pulleys</td>
<td>Springs</td>
<td>Plastic bottles</td>
</tr>
<tr>
<td>Craft sticks</td>
<td>Bells</td>
<td>Dried beans</td>
</tr>
<tr>
<td>Plumbing parts</td>
<td>Rubber bands</td>
<td>Straight pins</td>
</tr>
<tr>
<td>Mouse trap</td>
<td>Paper fasteners</td>
<td>Clothes pins</td>
</tr>
<tr>
<td>Boxes</td>
<td>Scissors</td>
<td>Ruler</td>
</tr>
<tr>
<td>Matchbox car</td>
<td>Straws</td>
<td>Wind-up toys</td>
</tr>
<tr>
<td>Newspaper</td>
<td>Wheels</td>
<td>Lincoln logs</td>
</tr>
<tr>
<td>Greeting cards</td>
<td>Tea strainer</td>
<td>Bottles</td>
</tr>
<tr>
<td>Playing cards</td>
<td>Modeling clay</td>
<td>Shoelaces</td>
</tr>
<tr>
<td>Hammer</td>
<td>Tiles</td>
<td>Spaghetti noodles</td>
</tr>
<tr>
<td>Marbles</td>
<td>Tinker Toys</td>
<td>Dominoes</td>
</tr>
<tr>
<td>Aluminum foil</td>
<td>Zip ties</td>
<td>Wire hangers</td>
</tr>
<tr>
<td>CDs</td>
<td>Magnets</td>
<td>Pipe cleaners</td>
</tr>
<tr>
<td>PVC Pipes</td>
<td>Cotton balls</td>
<td></td>
</tr>
</tbody>
</table>


## JUDGING CRITERIA

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

## HOW TO ENTER

- Visit www.betaclub.org/events/conventions and follow directions.
- Bring 24” x 48” piece of plywood, tools, protective eyewear, and container of materials to convention.

## NATIONAL ELIGIBILITY

All Plaques Awarded at State Convention
The Freshman Problem Solving Competition is designed for a team of three to four 9th grade students to demonstrate knowledge and application of the Beta pillars. For the online multiple choice test, teams will be given one hour to work collaboratively. A link to tests will be sent to registered club sponsors.

**COMPETITION GUIDELINES**

1. A club may enter one team. The team is to consist of three to four 9th grade students.
2. Teams will be given one (1) hour to complete this competition.
3. The test is an online multiple choice test.
4. No consultation is allowed during the testing time.
5. Completion time of all tests will be recorded. In case of a tie, the team that finished first will be declared the winner.

**EDUCATIONAL CONNECTIONS**

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

**HOW TO ENTER**

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

**NATIONAL ELIGIBILITY**

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

**COMPETITION GUIDELINES**

1. A description of the scene, book title, author, and school name must be incorporated within the dimensions of the scene.
2. Electricity will not be provided.
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 designated window of time, of no more than one hour, will be allowed for set up. Adults may assist with set up and disassembling the set.
5. Competitors must be prepared for judging at the designated time.
6. Sound effects or music are not permitted in the scene.
7. **SAFETY** - All participants in the scene must have their feet on the floor.
8. **SAFETY** - The scene should be entirely free standing, not leaning on walls.
9. **SAFETY** - Wood or metal may not be used in the construction of the scene. However, metal or wooden bases, no taller than 36 inches, can be used to transport and/or support the scene. Props (table, chairs, etc.) made of wood or metal may be used as intended.
10. **SAFETY** - Balloons, hay, live animals or fire are not permitted in the scene.
11. Entrants must clean their assigned scene area and remove all props immediately after the competition.
12. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

**EDUCATIONAL CONNECTIONS**

- Visual and Performing Arts Standards
- Creativity and Innovation
- Communication and Collaboration
- Information and Media Literacy
- Critical Thinking and Problem Solving
**JUDGING CRITERIA**

<table>
<thead>
<tr>
<th>LIVING LITERATURE</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ORIGINALITY OF LITERATURE SELECTION AND INTERPRETATION OF SCENE</strong></td>
<td>Literary Selection demonstrates excellent originality and portrayal of an actual authentic scene from selection.</td>
<td>Literary Selection demonstrates good originality and portrayal of an actual authentic scene from selection.</td>
<td>Literary Selection demonstrates average originality and portrayal of an actual authentic scene from selection.</td>
<td>Literary Selection demonstrates minimal originality and portrayal of an actual authentic scene from selection.</td>
</tr>
<tr>
<td><strong>CRAFTSMANSHIP OF THE SCENE</strong></td>
<td>Scene construction consists of excellent craftsmanship and attention to detail.</td>
<td>Scene construction consists of good craftsmanship and attention to detail.</td>
<td>Scene construction consists of average craftsmanship and attention to detail.</td>
<td>Scene construction consists of minimal craftsmanship and attention to detail.</td>
</tr>
<tr>
<td><strong>ATTENTION TO DETAIL OF COSTUMES</strong></td>
<td>Costumes display excellent detail to portrayal of characters in the scene.</td>
<td>Costumes display good detail to portrayal of characters in the scene.</td>
<td>Costumes display average detail to portrayal of characters in the scene.</td>
<td>Costumes display minimal detail to portrayal of characters in the scene.</td>
</tr>
<tr>
<td><strong>CHARACTERIZATION IN POSING OF THE SCENE</strong></td>
<td>Participants display excellent characterization in posing of the scene.</td>
<td>Participants display good characterization in posing of the scene.</td>
<td>Participants display average characterization in posing of the scene.</td>
<td>Participants display minimal characterization in posing of the scene.</td>
</tr>
<tr>
<td><strong>INFORMATION DISPLAY</strong></td>
<td>An excellent description of the scene, book title, author, and school name are incorporated within the scene.</td>
<td>A good description of the scene, book title, author, and school name are incorporated within the scene.</td>
<td>An average description of the scene, book title, author, and school name are incorporated within the scene.</td>
<td>A minimal description of the scene, book title, author, and school name are incorporated within the scene.</td>
</tr>
</tbody>
</table>

**DEDUCTIONS**

- This will be taken one time by the coordinator.
- Did not follow competition guidelines. -10
- Did not follow SAFETY competition guidelines. -15

**HOW TO ENTER**

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

**NATIONAL ELIGIBILITY**
All Plaques Awarded at State Convention
1. A team of three to five students will develop a marketing campaign using one of the prompts listed below.
   - Develop a campaign that brings awareness to the mental and emotional health of students
   - Develop a campaign to convince a school board to reduce the district’s carbon footprint and implement more sustainability initiatives
   - Develop a campaign for a school-wide event titled, “A Healthy Tomorrow Today”

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

3. Electricity and internet connections will not be provided. Tables will be provided.

4. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

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

TIME LIMIT: 2 MINUTES
## JUDGING CRITERIA

<table>
<thead>
<tr>
<th>MARKETING AND COMMUNICATIONS</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>INTERPRETATION AND ILLUSTRATION OF PROMPT</strong></td>
<td>Excellent interpretation and illustration of the prompt.</td>
<td>Good interpretation and illustration of the prompt.</td>
<td>Average interpretation and illustration of the prompt.</td>
<td>Minimal interpretation and illustration of the prompt.</td>
</tr>
<tr>
<td><strong>CREATIVITY AND ORIGINALITY</strong></td>
<td>The campaign reflects an excellent degree of team creativity and originality.</td>
<td>The campaign reflects a good degree of team creativity and originality.</td>
<td>The campaign reflects an average degree of team creativity and originality.</td>
<td>The campaign reflects a minimal degree of team creativity and originality.</td>
</tr>
<tr>
<td><strong>OVERALL VISUAL QUALITY</strong></td>
<td>Creates an excellent visual display and exhibits excellent effort put into workmanship.</td>
<td>Creates a good visual display and exhibits good effort put into workmanship.</td>
<td>Creates an average visual display and exhibits average effort put into workmanship.</td>
<td>Creates a minimal visual display and exhibits minimal effort put into workmanship.</td>
</tr>
<tr>
<td><strong>TEAMWORK AND COLLABORATION</strong></td>
<td>Excellent teamwork and collaboration to cohesively express ideas from each student in the final presentation.</td>
<td>Good teamwork and collaboration to cohesively express ideas from each student in the final presentation.</td>
<td>Average teamwork and collaboration to cohesively express ideas from each student in the final presentation.</td>
<td>Minimal teamwork and collaboration to cohesively express ideas from each student in the final presentation.</td>
</tr>
<tr>
<td><strong>PRESENTATION</strong></td>
<td>Excellent explanation of design elements and relevancy to prompt.</td>
<td>Good explanation of design elements and relevancy to prompt.</td>
<td>Average explanation of design elements and relevancy to prompt.</td>
<td>Minimal explanation of design elements and relevancy to prompt.</td>
</tr>
<tr>
<td><strong>DEDUCTIONS</strong></td>
<td>This will be taken one time by the coordinator.</td>
<td></td>
<td></td>
<td>Did not follow competition guidelines.</td>
</tr>
</tbody>
</table>
The Onsite Art competition provides students the opportunity to showcase artistic talents and creative abilities. Students will bring their own materials and create drawings/paintings. This competition is designed to encourage creativity, innovation, and reward artistic talent. There are two divisions for Onsite Art: Division I is 9th and 10th grades and Division II is 11th and 12th grades. A club may enter both Division I and Division II.

**TIME LIMIT: 2 HOURS**

### PAINTING GUIDELINES

1. No materials will be provided. Artist are responsible for paint, paintbrushes and their choice of painting surface (for example - canvas, paper, wood). Size is not to exceed 16” x 20”.
2. Painting surface must be clean and clear, as well as initialed by the coordinator prior to beginning.
3. Paintings will be judged holistically by a panel of judges.
4. Students will have two (2) hours to complete the onsite art piece.

### DRAWING GUIDELINES

1. No materials will be provided. Artist are responsible for drawing instruments and their choice of drawing surface (for example - canvas, paper, wood). Size is to not exceed 16” x 20”.
2. Drawing surface must be clean and clear, as well as initialed by the coordinator prior to beginning.
3. Drawings will be judged holistically by a panel of judges.
4. Students will have two (2) hours to complete the onsite art piece.

### EDUCATIONAL CONNECTIONS

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

- Holistic style judging will be used to determine the award winners in the arts competition. Judges will use the following to determine the winners:
  - Creativity – originality, innovation
  - Composition – lines, simplicity, balance, color contrast, details
  - Focus – degree of sharpness or softness, depth of field
  - Lighting – exposure, direction quality, use of shadows, shading
  - Technique – camera angle, paint strokes
  - Primary visual impact – subject matter
  - Presentation – appearance, complimentary framing and/or mounting, overall artistic appeal
  - Degree of difficulty

HOW TO ENTER

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

NATIONAL ELIGIBILITY

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

AND

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

Each club may enter both Performing Arts - Group and Performing Arts - Solo, Duo, Trio

COMPETITION GUIDELINES

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

EDUCATIONAL CONNECTIONS

• Creativity and Innovation
• Communication
• Performing Arts Standards
• Collaboration
## JUDGING CRITERIA

<table>
<thead>
<tr>
<th>PERFORMING ARTS - GROUP</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>STAGE PRESENCE</strong></td>
<td>Excellent stage presence that includes confidence, personality and audience connection.</td>
<td>Good stage presence that includes confidence, personality and audience connection.</td>
<td>Average stage presence that includes confidence, personality and audience connection.</td>
<td>Minimal stage presence that includes confidence, personality and audience connection.</td>
</tr>
<tr>
<td><strong>CREATIVITY AND ORIGINALITY</strong></td>
<td>Excellent performance that was creative and original throughout the entire performance.</td>
<td>Good performance that was creative and original throughout the entire performance.</td>
<td>Average performance that was creative and original throughout the entire performance.</td>
<td>Minimal performance that was creative and original throughout the entire performance.</td>
</tr>
<tr>
<td><strong>ENTERTAINMENT QUALITY</strong></td>
<td>The group showcased excellent entertainment quality throughout the entire performance.</td>
<td>The group showcased good entertainment quality throughout the entire performance.</td>
<td>The group showcased average entertainment quality throughout the entire performance.</td>
<td>The group showcased minimal entertainment quality throughout the entire performance.</td>
</tr>
<tr>
<td><strong>DEDUCTIONS</strong></td>
<td>This will be taken one time by the coordinator.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Did not follow competition guidelines.</td>
<td>Did not follow SAFETY competition guidelines.</td>
<td>-10</td>
<td>-15</td>
<td></td>
</tr>
</tbody>
</table>

## HOW TO ENTER

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

**NATIONAL ELIGIBILITY**

All Plaques Awarded at State Convention
### Judging Criteria

<table>
<thead>
<tr>
<th>Performing Arts - Solo, Duo, Trio</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Stage Presence</strong></td>
<td>Excellent stage presence that includes confidence, personality and audience connection.</td>
<td>Good stage presence that includes confidence, personality and audience connection.</td>
<td>Average stage presence that includes confidence, personality and audience connection.</td>
<td>Minimal stage presence that includes confidence, personality and audience connection.</td>
</tr>
<tr>
<td><strong>Creativity and Originality</strong></td>
<td>Excellent performance that was creative and original throughout the entire performance.</td>
<td>Good performance that was creative and original throughout the entire performance.</td>
<td>Average performance that was creative and original throughout the entire performance.</td>
<td>Minimal performance that was creative and original throughout the entire performance.</td>
</tr>
<tr>
<td><strong>Entertainment Quality</strong></td>
<td>The performer(s) showcased excellent entertainment quality throughout the entire performance.</td>
<td>The performer(s) showcased good entertainment quality throughout the entire performance.</td>
<td>The performer(s) showcased average entertainment quality throughout the entire performance.</td>
<td>The performer(s) showcased minimal entertainment quality throughout the entire performance.</td>
</tr>
<tr>
<td><strong>Overall Performance</strong></td>
<td>Performer(s) achieved an excellent performance.</td>
<td>Performer(s) achieved a good performance.</td>
<td>Performer(s) achieved an average performance.</td>
<td>Performer(s) achieved a minimal performance.</td>
</tr>
<tr>
<td><strong>Deductions</strong></td>
<td>Did not follow competition guidelines. -10</td>
<td>Did not follow SAFETY competition guidelines. -15</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### How to Enter

- Visit [www.betaclub.org/events/conventions](http://www.betaclub.org/events/conventions) and follow directions.
- Register students and then select competitions to enter.
The Poetry Competition provides an opportunity for a student to use creative details and poetic devices through written expression as he/she interprets the topic that will be given at the beginning of the competition. There are two divisions for Poetry: Division I is 9th and 10th grades and Division II is 11th and 12th grades. A club may enter both Division I and Division II.

**TIME LIMIT: 1 HOUR**

**COMPETITION GUIDELINES**

1. No prewritten materials allowed.
2. Each student may bring a dictionary and/or thesaurus.
3. Students must provide writing utensils.
4. Paper will be supplied.
5. A prompt for the poem will be assigned at the beginning of the one hour competition.
6. Writing must be legible to be judged.
7. Use of all electronic devices will not be permitted during competition.
8. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

**EDUCATIONAL CONNECTIONS**

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

**HOW TO ENTER**

- 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 Plaques Awarded at State Convention
## JUDGING CRITERIA

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

Portfolio Competition showcases the club’s experiences from the time span of state convention to state convention. This is a way to record each Beta Club’s service, membership, and activities for the school year, the time between conventions. This competition is designed to encourage club pride, creativity and innovation, interpretation of a theme, and artistic design.

COMPETITION GUIDELINES

1. The project will remain on display until the designated pick up time.
2. The portfolio must cover only one year, state convention to state convention.
3. Portfolio must contain the name, city and state of the school.
4. A complete Portfolio Form should be attached to the back of the project.*
5. Presentation style is the choice of the club. It may be in the form of a book, electronic version, storyboard, etc.
6. Electricity and internet connections will not be provided. Tables will be provided.
7. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.
8. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

*If only submitting entries virtually for a hybrid convention, information from the form will be submitted electronically.

EDUCATIONAL CONNECTIONS

• Creativity and Innovation
• Information and 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.

HOW TO ENTER

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

NATIONAL ELIGIBILITY
All Plaques Awarded at State Convention
### JUDGING CRITERIA

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

If electronic, provide necessary login information below:
Quiz Bowl is a general knowledge competition which stresses quick recall. The competition is designed for a team of four students to participate in a collaborative effort in various levels of difficulty that range from trivial to highly technical information. For the online multiple choice test, teams will be given one hour to work collaboratively. A link to tests will be sent to registered club sponsors.

### Written Virtual Test Guidelines

1. Each four member team will collaboratively take an online multiple choice test with a time limit of one hour.
2. Completion time of the test will be recorded. In case of a tie, the team that finished first will be the winner.
3. The four members that take the written test must be the same members that participate in the oral rounds.
4. The top eight teams will advance to the oral rounds. Oral rounds will only be conducted at onsite conventions.

### Oral Round Guidelines

**Onsite Competition Only**

1. Quiz Bowl is a question-and-answer game played between two teams of four players each.
2. Each match will consist of two teams and will be played with two, 10-question halves or up to the 30 minute time limit, whichever is reached first.
3. The competition will be single elimination.
4. Each team must designate a captain.
5. If a team is late or fails to appear for the oral round, it will forfeit the match and the remaining teams will continue competition.
6. All rounds will be played in the following manner: One, 15 minute half or 10 toss-up questions, whichever comes first; and a 15 minute half or 10 toss-up questions, whichever comes first. There will be an official time keeper.
7. Points are scored for correct answers to the questions asked by the moderator.
8. There are two types of questions: toss-ups, worth 10 points each, and bonuses, worth 20 points.
9. For toss-ups and bonuses, unless otherwise stated in the question, players may use abbreviated answers, such as last names only, nicknames, acronyms, chemical symbols, etc., as long as such answers still correctly indicate clear and precise knowledge of the information requested in the question.
10. For toss-up questions, players will be given approximately 5 seconds from the time the moderator stops reading to signal, and then must answer as soon as they are called upon. The moderator will allow for a natural pause, but no stalling will be allowed. For math calculations, team members will have 15 seconds to respond.
11. If a toss-up answer comes after time has been called, it does not count.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

EDUCATIONAL CONNECTIONS

- General Knowledge of all content area standards
- Communication and Collaboration
- Critical Thinking and Problem Solving

HOW TO ENTER

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

NATIONAL ELIGIBILITY
All Plaques Awarded at State Convention
The Robotics Showcase is a team event. Teams of four to eight members will design, program, construct, and implement their robot in order to address the 2020-2021 Robotics Challenge: Initiate, Increase, Inspect. Teams will bring pre-constructed robots and props to showcase their interpretation of the challenge having incorporated skills in science, technology, engineering, and mathematics.

1. Teams must consist of four to eight members.
2. Teams will bring a pre-constructed robot from their choice of materials that can perform one or more of the functions that abide by the 2020-2021 Robotics Challenge: Initiate, Increase, Inspect.
3. 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.
4. Set-up time for robots and all props will be no more than 15 minutes. Two adults may assist the team during the setup time.
5. Teams will be given two minutes to perform the challenge.
6. Each robot must comply with all specifications listed.
7. Teams will be given an area of 12’x12’ to perform the challenge.
8. In order to showcase the functions of their robot, teams may bring additional props/materials to use in conjunction with their robots to effectively perform the challenge.
9. Teams may wear coordinating outfits/costumes that represent their interpretation of the challenge.
10. Team members may only enter the 12’x12’ performance area to reset props/materials. Team members must not assist the robot’s performance functions.
11. Teams will continue to perform the challenge throughout the designated competition time.
12. Electricity will not be available in the designated competition space.
13. 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.
14. Teams must clean their assigned space and remove robots and props immediately following competition.
15. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.
ROBOT SPECIFICATIONS

1. The student built robot may be made of a variety of materials, but must fit within a 24”x24”x24” cube. This means that the robot’s measurements for height, width, and length must be less than or equal to 24”.
2. Robots may be constructed from a kit or built from the ground up. They may be fully automated, controlled by a remote, tethered or coded.
3. All robots are to be electrically powered only. No combustion engines allowed.
4. Liquids may not be used in any form of the challenge.
5. All power sources must be 100% contained in the robot body.
6. Robots must be singular in form. No secondary robots or self-propelled devices that detach themselves from the main robot will be allowed.
7. All robots with active moving parts must have a master kill switch that deactivates the moving parts immediately,
8. Operable push outs or extensions are allowed; however, when contracted the robot must still comply with the 24” length, width, and height limits.

EDUCATIONAL CONNECTIONS

• Critical Thinking, Decision Making and Analytical Skills
• Creativity and Collaboration
• Computational Thinking
• Problem Solving
• Effective Communication and Presentation Skills
• Science, Technology, Engineering, the Arts and Mathematics (STEAM)
• Students will investigate, find solutions, designs, and strategies from infinite number of possibilities using inquiry, collaboration, and process based learning.

HOW TO ENTER

• Visit www.betaclub.org/registration and follow directions.
• Register students and then select competitions to enter.
### JUDGING CRITERIA

<table>
<thead>
<tr>
<th>ROBOTICS</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>INNOVATION/CREATIVITY</strong></td>
<td>Excellent use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/or applications in performing the task.</td>
<td>Good use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/or applications in performing the task.</td>
<td>Average use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/or applications in performing the task.</td>
<td>Minimal use of innovation and creativity in applying new, unique or unexpected features, designs, programs and/or applications in performing the task.</td>
</tr>
<tr>
<td><strong>MISSION/TEAM STRATEGY</strong></td>
<td>Excellent ability to clearly define, communicate and describe the team strategy in completing the task(s).</td>
<td>Good ability to clearly define, communicate and describe the team strategy in completing the task(s).</td>
<td>Average ability to clearly define, communicate and describe the team strategy in completing the task(s).</td>
<td>Minimal ability to clearly define, communicate and describe the team strategy in completing the task(s).</td>
</tr>
<tr>
<td><strong>AUTOMATION/NAVIGATION</strong></td>
<td>Excellent ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.</td>
<td>Good ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.</td>
<td>Average ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.</td>
<td>Minimal ability of the robot to perform as intended with minimal intervention and/or program timing. Ability to achieve one or more of the tasks in the challenge.</td>
</tr>
<tr>
<td><strong>ROBOT DURABILITY AND COMPLEXITY</strong></td>
<td>Excellent evidence of structural durability and complexity including the ability to withstand the rigors of competition.</td>
<td>Good evidence of structural durability and complexity including the ability to withstand the rigors of competition.</td>
<td>Average evidence of structural durability and complexity including the ability to withstand the rigors of competition.</td>
<td>Minimal evidence of structural durability and complexity including the ability to withstand the rigors of competition.</td>
</tr>
<tr>
<td><strong>DESIGN PROCESS</strong></td>
<td>Excellent explanation of team’s design process to include alternatives, improvements and decisions made to determine the robot’s ability in completing task(s).</td>
<td>Good explanation of team’s design process to include alternatives, improvements and decisions made to determine the robot’s ability in completing task(s).</td>
<td>Average explanation of team’s design process to include alternatives, improvements and decisions made to determine the robot’s ability in completing task(s).</td>
<td>Minimal explanation of team’s design process to include alternatives, improvements and decisions made to determine the robot’s ability in completing task(s).</td>
</tr>
<tr>
<td><strong>DEDUCTIONS</strong></td>
<td>This will be taken one time by the coordinator.</td>
<td>Did not follow competition guidelines. -10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The Service Learning Showcase allows each club to submit one, free-standing trifold board that features the club’s service projects from throughout the year. This competition is designed to showcase service learning, creativity, innovation, and artistic design.

**COMPETITION GUIDELINES**

1. Each club must use a display board that is the size of a standard trifold board and may include the optional attached header/banner. No additional materials should be displayed with the Showcase, such as brochures, candy, etc.
2. All items of the presentation must be attached to the board. Any border, trim, etc. should not exceed beyond the trifold board.
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.*
6. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.
7. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

*If only submitting entries virtually for a hybrid convention, information from the form will be submitted electronically.

**EDUCATIONAL CONNECTIONS**

- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Information and Media Literacy
- Design Elements and Visual Arts Standards.

**HOW TO ENTER**

- Visit www.betaclub.org/events/conventions and follow directions.
- Register students and then select competitions to enter.
<table>
<thead>
<tr>
<th>SERVICE LEARNING SHOWCASE</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRAFTSMANSHIP</td>
<td>Materials and artwork create an excellent visual display and exhibit excellent effort put into craftsmanship.</td>
<td>Materials and artwork create a good visual display and exhibit good effort put into craftsmanship.</td>
<td>Materials and artwork create an average visual display and exhibit average effort put into craftsmanship.</td>
<td>Materials and artwork create a minimal visual display and exhibit minimal effort put into craftsmanship.</td>
</tr>
<tr>
<td>CREATIVITY, COLOR AND CONTRAST</td>
<td>The display exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes, graphics and spacing.</td>
<td>The display exhibits a good degree of student creativity with a good use of colors, textures, shapes, graphics and spacing.</td>
<td>The display exhibits an average degree of student creativity with an average use of colors, textures, shapes, graphics and spacing.</td>
<td>The display exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes, graphics and spacing.</td>
</tr>
<tr>
<td>IMPACT OF SERVICE</td>
<td>Excellent illustration of the impact of service projects.</td>
<td>Good illustration of the impact of service projects.</td>
<td>Average illustration of the impact of service projects.</td>
<td>Minimal illustration of the impact of service projects.</td>
</tr>
<tr>
<td>DEDUCTIONS</td>
<td>This will be taken one time by the coordinator.</td>
<td></td>
<td></td>
<td>Did not follow competition guidelines. <strong>-10</strong></td>
</tr>
</tbody>
</table>
How does the Service Learning Showcase 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
Onsite Competition Only for Hybrid Conventions

The Show Choir competition is designed for 12 or more participants. The performance should be no more than five minutes. The Show Choir may use choreography to enhance the performance. This competition gives clubs the opportunity to showcase vocal harmony, creative selection, and entertainment value.

TIME LIMIT: MAX 5 MINUTES

COMPETITION GUIDELINES

1. Practice appropriateness when selecting choral repertoire. Any style is acceptable.
2. Avoid inappropriate music, corny, crude and risqué jokes or motions. Lyrics will be deemed appropriate as performed.
3. Timekeeping starts when the vocal performance begins. Groups will have a brief grace period to arrange themselves. Timing begins the moment the pitch is given or first note on the accompaniment track.
4. Live instruments of any kind will not be allowed in the competition. All performances must be a cappella or sung with a recorded accompaniment track. No tuned percussion is permitted, with the exception of pitch pipes or similar devices used solely to generate a starting pitch. Synthesized or background vocals on the accompaniment track are not permitted.
5. Selections must be sung from memory.
6. Props are not allowed during the performance.
7. Portable choral risers are permitted, but will not be provided.
8. Coordinated attire, such as, but not limited to matching shirts, pants, shorts, skirts, choir robes, or school uniforms, etc. will be allowed.
9. Any group chosen for Finals must have the same performance as used for preliminaries.
10. SAFETY - Tumbling or cheerleading stunts are not allowed at any time during the performance.

EDUCATIONAL CONNECTIONS

- Performing Arts Standards
- Communication and Collaboration
- Interpretation and Innovation
## Judging Criteria

<table>
<thead>
<tr>
<th>Show Choir</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Stage Presence/ Appearance</strong></td>
<td>Performers present themselves professionally, wear matching attire and have an excellent connection with the audience.</td>
<td>Performers present themselves professionally, wear matching attire and have a good connection with the audience.</td>
<td>Performers present themselves professionally, wear matching attire and have an average connection with the audience.</td>
<td>Performers present themselves professionally, wear matching attire and have a minimal connection with the audience.</td>
</tr>
<tr>
<td><strong>Balance, Blend, Intonation</strong></td>
<td>Excellent balance and centered pitch with harmony, melody, and rhythm.</td>
<td>Good balance and centered pitch with harmony, melody, and rhythm.</td>
<td>Average balance and centered pitch with harmony, melody, and rhythm.</td>
<td>Minimal balance and centered pitch with harmony, melody, and rhythm.</td>
</tr>
<tr>
<td><strong>Arrangement and Rhythmic Accuracy</strong></td>
<td>Excellent interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.</td>
<td>Good interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.</td>
<td>Average interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.</td>
<td>Minimal interpretation of the arrangement which is musically, lyrically, and rhythmically interesting.</td>
</tr>
<tr>
<td><strong>Dynamics and Diction</strong></td>
<td>Performance has excellent dynamics, phrasing and diction.</td>
<td>Performance has good dynamics, phrasing and diction.</td>
<td>Performance has average dynamics, phrasing and diction.</td>
<td>Performance has minimal dynamics, phrasing and diction.</td>
</tr>
<tr>
<td><strong>Overall Performance</strong></td>
<td>Excellent effort is made to showcase a performance with no errors.</td>
<td>Good effort is made to showcase a performance with no errors.</td>
<td>Average effort is made to showcase a performance with few errors.</td>
<td>Minimal effort is made to showcase a performance with numerous errors.</td>
</tr>
</tbody>
</table>

**Deductions**

- Did not follow competition guidelines. **-10**
- Did not follow SAFETY competition guideline. **-15**
The Speech competition is designed to allow students the opportunity to gain speaking experience, as well as increase his/her confidence level. Speeches may be two to three minutes in length. There are two divisions: Division I is 9th and 10th grades and Division II is 11th and 12th grades. A club may enter one student in both Division I and Division II.

**TIME LIMIT: 2-3 MINUTES**

### COMPETITION GUIDELINES

1. A bibliography with student name, student ID and grade must be submitted. If no sources are cited within the content of the speech, a bibliography stating no sources needed must be submitted.
2. The speaker will receive a 5-point deduction for every 15 seconds that the speech is less than 2 minutes or exceeds 3 minutes.
3. Participants must be dressed in business attire. Props or costumes are not allowed.
4. Random draw will determine the order of speech presentations.
5. Spectators will be permitted based on room size.
6. Use of electronic devices will not be permitted during competition.
7. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

### EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Critical Thinking and Problem Solving
- Oral Communication
- Persuasive Presentation
- Information and Media Literacy

### HOW TO ENTER

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

**NATIONAL ELIGIBILITY**

All Plaques Awarded at State Convention
# Judging Criteria

<table>
<thead>
<tr>
<th></th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Speech</strong></td>
<td>Excellent selection of speech topic that is appropriate for audience and maintains audience’s attention.</td>
<td>Good selection of speech topic that is appropriate for audience and maintains audience’s attention.</td>
<td>Average selection of speech topic that is appropriate for audience and maintains audience’s attention.</td>
<td>Minimal selection of speech topic that is appropriate for audience and maintains audience’s attention.</td>
</tr>
<tr>
<td><strong>Support</strong></td>
<td>Excellent evidence of support that is well presented, creates unity and completeness.</td>
<td>Good evidence of support that is presented, creates unity and completeness.</td>
<td>Average evidence of support that is presented, creates unity and completeness.</td>
<td>Minimal evidence of support that is presented, creates unity and completeness.</td>
</tr>
<tr>
<td><strong>Delivery</strong></td>
<td>Speaker maintains excellent eye contact, displays excellent enthusiasm, and speaks with correct grammar, enunciation and competent diction.</td>
<td>Speaker maintains good eye contact, displays good enthusiasm, and speaks with correct grammar, enunciation and competent diction.</td>
<td>Speaker maintains average eye contact, displays average enthusiasm, and speaks with correct grammar, enunciation and competent diction.</td>
<td>Speaker maintains minimal eye contact, displays minimal enthusiasm, and speaks with correct grammar, enunciation and competent diction.</td>
</tr>
<tr>
<td><strong>Professionalism</strong></td>
<td>Excellent professionalism is evident.</td>
<td>Good professionalism is evident.</td>
<td>Average professionalism is evident.</td>
<td>Minimal professionalism is evident.</td>
</tr>
<tr>
<td><strong>Deductions</strong></td>
<td>This will be taken one time by the coordinator. Time Deduction</td>
<td>Did not follow competition guidelines. -10</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The Technology competition is a club project designed to encourage students to use technology to create a movie that adheres to the interpretation of the prompt. In this process, the students will increase knowledge and gain proficiency in the technological platform of their choice to create a movie. The entry should demonstrate innovation, creativity, as well as communicate the concept of the prompt.

**TIME LIMIT: 2 MINUTES**

**COMPETITION GUIDELINES**

1. The club technology project must adhere to the following prompt:
   **Senior: Ready, Set, Beta!**
2. Electricity and internet connections will not be provided. Tables will be provided.
3. All projects must be created by Beta members during the current school year.
4. The projects may be used in promotional materials by The National Beta Club.
5. Clubs are encouraged to use a variety of technical capabilities such as transitions, audio, effects, animation, etc.
6. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

**EDUCATIONAL CONNECTIONS**

- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Information and Media Literacy
- Design Elements and Visual Arts Standards
- Science, Technology, Engineering, the Arts and Mathematics (STEAM)

**HOW TO ENTER**

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

**NATIONAL ELIGIBILITY**

All Plaques Awarded at State Convention
# JUDGING CRITERIA

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

The Three Dimensional Design competition depicts the 2020-2021 theme: It All Began With Beta. This competition is designed to encourage creativity and innovation, interpretation of theme, and artistic craftsmanship.

COMPETITION GUIDELINES

1. Designs must reflect the theme: It All Began With Beta.
2. The project is to measure no larger than 24”x 24” x 24”.
3. Entries must remain on display until the designated time of pick up.
4. The Three Dimensional Design Form provided should be attached to the entry.*
5. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.
6. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

*If only submitting entries virtually for a hybrid convention, information from the form will be submitted electronically.

EDUCATIONAL CONNECTIONS

- Visual Arts Standards
- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving

HOW TO ENTER

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

NATIONAL ELIGIBILITY

All Plaques Awarded at State Convention
# Judging Criteria

<table>
<thead>
<tr>
<th>Three Dimensional Design</th>
<th>16-20</th>
<th>11-15</th>
<th>6-10</th>
<th>1-5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interpretation and Illustration of Prompt</td>
<td>Excellent interpretation and illustration of the theme.</td>
<td>Good interpretation and illustration of the theme.</td>
<td>Average interpretation and illustration of the theme.</td>
<td>Minimal interpretation and illustration of the theme.</td>
</tr>
<tr>
<td>Artistic Design</td>
<td>Artistic design creates an excellent visual display.</td>
<td>Artistic design creates an good visual display.</td>
<td>Artistic design creates an average visual display.</td>
<td>Artistic design creates an minimal visual display.</td>
</tr>
<tr>
<td>Originality of Concept</td>
<td>Design reflects excellent originality of concept.</td>
<td>Design reflects good originality of concept.</td>
<td>Design reflects average originality of concept.</td>
<td>Design reflects minimal originality of concept.</td>
</tr>
<tr>
<td>Creativity, Color and Contrast</td>
<td>The design exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes and spacing.</td>
<td>The design exhibits a good degree of student creativity with a good use of colors, textures, shapes and spacing.</td>
<td>The design exhibits an average degree of student creativity with an average use of colors, textures, shapes and spacing.</td>
<td>The design exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes and spacing.</td>
</tr>
<tr>
<td>Craftsmanship</td>
<td>Materials and artwork create an excellent visual display and exhibit excellent effort put into craftsmanship.</td>
<td>Materials and artwork create a good visual display and exhibit good effort put into craftsmanship.</td>
<td>Materials and artwork create an average visual display and exhibit average effort put into craftsmanship.</td>
<td>Materials and artwork create a minimal visual display and exhibit minimal effort put into craftsmanship</td>
</tr>
<tr>
<td>Deductions</td>
<td>This will be taken one time by the coordinator.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Did not follow competition guidelines.  
-10
How does the project reflect the theme, It All Began With Beta?

Describe how your club collaborated to create the design:

Describe any creative choices your club made in creating the final product:
The Two Dimensional Design competition allows each club to submit one free standing design that depicts the 2020 - 2021 Theme: It All Began With Beta. This competition is designed to encourage creativity, innovation, interpretation of theme, and artistic craftsmanship.

COMPETITION GUIDELINES

1. Designs must reflect the theme: It All Began With Beta.
2. 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.
3. The design must be free flowing and two dimensional in design. The depth of the design, lettering, etc. on the material must not exceed 1/4 of an inch.
4. Each club must provide a standard for the design’s display. The standard is not judged. Tables are not provided.
5. Entries must remain on display until the designated time of pick up.
6. The Two Dimensional Design Form provided should be attached to back of the entry.*
7. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.
8. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

*If only submitting entries virtually for a hybrid convention, information from the form will be submitted electronically.

EDUCATIONAL CONNECTIONS

- Visual Arts Standards
- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving

HOW TO ENTER

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

NATIONAL ELIGIBILITY
All Plaques Awarded at State Convention
## JUDGING CRITERIA

<table>
<thead>
<tr>
<th>TWO DIMENSIONAL DESIGN</th>
<th>INTERPRETATION AND ILLUSTRATION OF PROMPT</th>
<th>ARTISTIC DESIGN</th>
<th>ORIGINALITY OF CONCEPT</th>
<th>CREATIVITY, COLOR AND CONTRAST</th>
<th>CRAFTSMANSHIP</th>
<th>DEDUCTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><strong>EXCELLENT</strong></td>
<td><strong>GOOD</strong></td>
<td><strong>AVERAGE</strong></td>
<td><strong>MINIMAL</strong></td>
<td><strong>EXCELLENT</strong></td>
<td><strong>-10</strong></td>
</tr>
<tr>
<td>16-20</td>
<td>Excellent interpretation and illustration of the theme.</td>
<td>Artistic design creates an excellent visual display.</td>
<td>Design reflects excellent originality of concept.</td>
<td>The design exhibits an excellent degree of student creativity with an excellent use of colors, textures, shapes and spacing.</td>
<td>Materials and artwork create an excellent visual display and exhibit excellent effort put into craftsmanship.</td>
<td>This will be taken one time by the coordinator. Did not follow competition guidelines.</td>
</tr>
<tr>
<td>11-15</td>
<td>Good interpretation and illustration of the theme.</td>
<td>Artistic design creates an good visual display.</td>
<td>Design reflects good originality of concept.</td>
<td>The design exhibits a good degree of student creativity with a good use of colors, textures, shapes and spacing.</td>
<td>Materials and artwork create a good visual display and exhibit good effort put into craftsmanship.</td>
<td></td>
</tr>
<tr>
<td>6-10</td>
<td>Average interpretation and illustration of the theme.</td>
<td>Artistic design creates an average visual display.</td>
<td>Design reflects average originality of concept.</td>
<td>The design exhibits an average degree of student creativity with an average use of colors, textures, shapes and spacing.</td>
<td>Materials and artwork create an average visual display and exhibit average effort put into craftsmanship.</td>
<td></td>
</tr>
<tr>
<td>1-5</td>
<td>Minimal interpretation and illustration of the theme.</td>
<td>Artistic design creates an minimal visual display.</td>
<td>Design reflects minimal originality of concept.</td>
<td>The design exhibits a minimal degree of student creativity with a minimal use of colors, textures, shapes and spacing.</td>
<td>Materials and artwork create a minimal visual display and exhibit minimal effort put into craftsmanship.</td>
<td></td>
</tr>
</tbody>
</table>
How does the project communicate the theme: It All Began With Beta?

Describe how your club collaborated to create the design:

Describe any creative choices your club made in creating the final product:
The Visual Arts competition provides students the opportunity to showcase their artistic talents and creative abilities. Each club may enter one entry per division in each category. This competition is designed to encourage creativity, innovation, reward outstanding craftsmanship, and reinforce the importance of fine arts.

**COMPETITION GUIDELINES**

1. Visual Art Identification Tag is included in the handbook. Print, complete in full, and attach to each visual art entry.*
2. An individual may enter only one item per category per division; however, an individual may enter more than one category. Clubs are limited to one entry per category per division.
3. Easels will not be supplied.
4. All artwork must be submitted and displayed at the designated time.
5. Students must be registered for the convention in order to enter artwork.
6. Entries must remain on display until the designated time of pick up.
7. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.
8. If a club chooses to submit virtually for a hybrid competition, the entry must be submitted electronically. See the Virtual Appendix for directions.

*If only submitting entries virtually for a hybrid convention, information from the form will be submitted electronically.

**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**
EDUCATIONAL CONNECTIONS

- Visual Arts Standards
- Creativity and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Use of Artistic Mediums

HOW TO ENTER

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

VISUAL ART IDENTIFICATION TAG

PRINT AND ATTACH TO THE BACK OF THE CLUB’S PROJECT*

*If only submitting entries virtually for a hybrid convention, information from the form will be submitted electronically.

NAME OF ENTRANT: ____________________________________________

STUDENT ID NUMBER: _________________________________________

SCHOOL NAME: ________________________________________________

CATEGORY - CIRCLE THE CATEGORY ENTERED:

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

DESCRIPTION/EXPLANATION OF ARTWORK: ________________________

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

______________________________    ______________________________
SPONSOR’S SIGNATURE      ENTRANT’S SIGNATURE

DIVISION I - GRADES 9-10
DIVISION II - GRADES 11-12

NATIONAL ELIGIBILITY
All Plaques Awarded at State Convention
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 designated time and place.

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. Name badges must be worn during the convention.

9. 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
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 or drugs in any form, shall be possessed by anyone at a Beta Convention. No use of any tobacco products, including cigarettes, e-cigarettes (vaping), and “spit tobacco” will be allowed within facilities of The National Beta Club Convention or at any Beta Club function at any time. Clothing which advertises sex, drugs, tobacco or alcohol will not be permitted.

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

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

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

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

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

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

Bomb Threat
- If an evacuation response is initiated, modify evacuation routes as necessary based on the possible location of bomb.
- If what appears to be a bomb is found, DO NOT TOUCH IT; the police department will take charge.
- Turn off cell phones and DO NOT transmit with radios.
- Leave the environment as it is.
- Avoid altering any electrical items or systems (DO NOT turn on or off lights, DO NOT change thermostat, etc.).
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 from remote sensing devices (radar, satellite). Warnings usually have lead times of approximately 30 minutes or less (for thunderstorm type events), and 6-18 hours (for river floods and winter storms).

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

Upon Issuance of a Watch or Advisory: Council Chair/CEO/Convention Staff will monitor weather reports for change in conditions.
Follow all guidelines in the State Convention Handbook for each competition. Keep in mind that the current handbook guidelines are for a hybrid/onsite convention. Therefore, some of the guidelines will not apply to a Virtual Only State Convention.

These competition details will assist you in completing the Virtual Convention Competition Upload Forms.

Students must follow state and local mandates regarding social distancing as well as health guidelines for all competitions. Sponsors are encouraged to participate in the Hybrid/Virtual Convention Webinar to receive additional details and suggestions for utilizing technology to allow increased participation.
**SENIOR INDIVIDUAL COMPETITIONS**  
**SEPARATED BY DIVISION I and DIVISION II**

If your club has both a Division I and Division II entry in the individual, divisioned competitions, the sponsor must complete the Competition Upload Form for each project. A link will be sent after the registration deadline to submit each entry. Prior to uploading the video/photograph(s), name the file. Please use the example below to name each file uploaded.

The form will require each of the following:
- Sponsor Name
- Sponsor Email
- Club ID
- Choose the competition type from the dropdown menu – Individual
- Choose a division – Division I (9th & 10th grades) OR Division II (11th & 12th grades)
- Choose the competition from the drop-down menu

**Prior to uploading the video/photograph(s), name the file with the following:**

**Individual Competitions:**  
MemberID_StudentName_SchoolName_Category_Division  
Example - 2107912_SuzySmith_AbcHigh_Drawing_SR

- Upload a video or photograph of the project
- Docu-sign the Verify Entry Statement
- Type the security word in the box below the word
- Click the yellow box to submit the entry

**CLUB OR TEAM COMPETITIONS**

If your club has an entry in the club or team competitions, the sponsor must complete the Competition Upload Form for each project. A link will be sent after the registration deadline to submit each entry. Prior to uploading the video/photograph(s), name the file. Please use the example below to name each file uploaded.

The form will require each of the following:
- Sponsor Name
- Sponsor Email
- Club ID
- Choose the competition type from the dropdown menu – Team/Club
- Choose the competition from the drop-down menu

**Prior to uploading the video/photograph(s), name the file with the following:**

**Team/Club Competitions:**  
ClubID_SchoolName_Category_  
Example - SCA0202_AbcHigh_Portfolio

- Upload a video or photograph of the project
- Docu-sign the Verify Entry Statement
- Type the security word in the box below the word
- Click the yellow box to submit the entry
Follow all guidelines in the State Convention Handbook. Details will be emailed to the candidate’s club sponsor and to the candidate.

APPAREL DESIGN

Follow all guidelines in the State Convention Handbook. Submit a photograph(s) of the Apparel Design, to include the Apparel Design Form.

CHARACTER PERFORMANCE

Follow all guidelines in the State Convention Handbook. Submit one video of the team’s performance.

CREATIVE WRITING

Follow all guidelines in the State Convention Handbook. The piece will be written in a 90 minute online platform during the designated submission window prior to convention. A link will be sent to the registered club sponsors. A club may enter only one student.
ENGINEERING

For Virtual Only Conventions

Registered clubs will be contacted at least 2 weeks prior to the convention with the 2020-2021 Engineering Prompt. Submit one video of your completed build performing the task(s) listed for the build.

LIVING LITERATURE

Follow all guidelines in the State Convention Handbook. Submit a one minute video with students posed in the scene.

MARKETING AND COMMUNICATIONS

Follow all guidelines in the State Convention Handbook. Using the prompt in the handbook, submit a video of the 2 minutes presentation.

ONSITE ART

For Virtual Only Conventions

Prompt will be sent following convention registration. Submit a photograph(s) of the entry using the prompt.
PERFORMING ARTS

For Virtual Only Conventions

Follow all guidelines in the State Convention Handbook.
Submit one video of the performance.

POETRY

Follow all guidelines in the State Convention Handbook.
The piece will be written in a 60 minute online platform during the designated submission window prior to convention. A link will be sent to the registered club sponsors. A club may enter only one student.

PORTFOLIO

Follow all guidelines in the State Convention Handbook.
Submit a video/photograph(s) of the Portfolio, to include the Portfolio Form.

ROBOTICS SHOWCASE

Follow all guidelines in the State Convention Handbook.
Submit one video with the club robot performing one or more of the functions that abide by the 2020-2021 Robotics Challenge: Initiate, Increase, Inspect.
SERVICE LEARNING SHOWCASE

Follow all guidelines in the State Convention Handbook.
Submit a video/photograph(s) of the Service Learning Showcase, to include the Service Learning Showcase Form.

SHOW CHOIR

For Virtual Only Conventions

Follow all guidelines in the State Convention Handbook.
Submit one video of the performance.

SPEECH

Follow all guidelines in the State Convention Handbook.
Submit one video of the speech and the bibliography.

TECHNOLOGY

Follow all guidelines in the State Convention Handbook.
Using the prompt in the convention handbook, submit a video of the 2 minute presentation.
THREE DIMENSIONAL DESIGN

Follow all guidelines in the State Convention Handbook.
Submit a photograph(s) of the Three Dimensional Design,
to include the Three Dimensional Design Form.

TWO DIMENSIONAL DESIGN

Follow all guidelines in the State Convention Handbook.
Submit a photograph(s) of the Two Dimensional Design,
to include the Two Dimensional Design Form.
Follow all guidelines in the State Convention Handbook. Submit a photograph(s) of the Visual Art entry(s) to include the Visual Art Identification Tag Form.

VISUAL ART IDENTIFICATION TAG

PRINT AND ATTACH TO THE BACK OF THE CLUB’S PROJECT*
*If participating only through the virtual hybrid option, information from the form will be submitted electronically.

NAME OF ENTRANT: ________________________________________________________________

STUDENT ID NUMBER: ______________________________________________________________________

SCHOOL NAME: __________________________________________________________________________

CATEGORY - CIRCLE THE CATEGORY ENTERED:

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

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 be registered for the convention to enter.

______________________________    ______________________________
SPONSOR’S SIGNATURE      ENTRANT’S SIGNATURE