California Junior Classical League

State Convention Contests, Rules, and Judging Rubrics

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BASIC INFORMATION

CODE OF CONDUCT - Failure to follow these regulations will result in expulsion from the campus and CAJCL State Convention at the expense of the offender's parents or guardians. Your signature on the registration form acknowledges that you have read the rules and regulations in this book and will abide by them. The following rules are in effect during the Convention:

1. Students will adhere to all rules of the host school. Please read these rules carefully. Your signature on the registration form acknowledges that you have read these rules and regulations and will abide by them. Your presence at convention allows us to photograph you and put your photograph on the following CAJCL outlets: website, publications, social media, promotional materials, etc.
2. Your own name tag must be worn around your neck at all times. When a name tag cannot be worn in a competition, the name tag must be carried by the student to the event. There will be a $5.00 charge for replacing a nametag.
3. Do not bring valuable items with you. Neither CAJCL nor the host school will be responsible for any personal items lost or stolen.
4. Confetti, bubbles and rice are not allowed on campus. Use or possession of such items will result in disqualification of the school from the Spirit Contest. **THE PARLIAMENTARIAN WILL POINT OUT APPROPRIATE PLACES TO POST SIGNS AND CAMPAIGN MATERIALS.** No sticker campaign materials are allowed on any structure on campus at any time.
5. Tampering with fire alarms, fire-fighting equipment, or other safety and security equipment is strictly prohibited; doing so is a misdemeanor and punishable by law. Students who tamper with such materials will be sent home at their parents' or guardians' expense but only after local authorities have carried out any required proceedings.
6. Treat the campus with respect. Your actions reflect on you, your school, and CAJCL. You are liable for the repair or replacement of damaged or destroyed school property.
7. With the exception of commuting to and from the convention, **NO STUDENTS WILL BE ALLOWED TO LEAVE THE CAMPUS.**
8. Convention delegates are not allowed to use skateboards, rollerblades, skates, bicycles, hoverboards or scooters on campus.
9. Smoking and vaping are prohibited both indoors and outdoors.
10. The use or possession of tobacco products is prohibited. Students not complying with this regulation will be sent home at their parents' or guardians' expense, but only after local authorities have carried out any required proceedings.

11. The use or possession of alcoholic beverages, illegal drugs, fireworks, or weapons by anyone attending the CAJCL State Convention is strictly prohibited. Possession of alcohol, illegal drugs, fireworks, or weapons constitutes a major infraction of the rules, and students will be sent home at their parents' or guardians' expense, but only after local authorities have carried out any required proceedings. The State Chair and Co-Chairs reserve the right to ban the aforesaid student from all future CAJCL events for this behavior.
12. Individuals attending the CAJCL State Convention are expected to use school appropriate language throughout the convention. Lewd, obscene, or offensive language will not be tolerated.
13. CAJCL is committed to providing a climate that fosters respect for all those involved in our activities. As such, the CAJCL prohibits harassment based on gender, race, color, religion, age, disability, sexual orientation, nationality, or protected activity (such as reporting alleged harassment).
14. Attendance at all General Assemblies is mandatory for all JCL students, sponsors, chaperones, and SCL members.
15. Electronic devices such as (but not limited to) cell phones shall not be used during General Assemblies, workshops, seminars, test sessions, and Certamen, unless specifically permitted.
16. Each student is required to take at least **ONE academic test** and is expected to attend at least **ONE workshop/colloquium** and to participate in at least **TWO contests**. It shall be the responsibility of JCL sponsors and chaperones to see that these expectations are met.
17. All attendees posting convention pictures (especially those using a hashtag such as #CAJCL) to the internet should refrain from posting pictures that do not demonstrate good taste, decorum, or adherence to the code of conduct. The State Chair and Co-Chairs reserve the right to have the attendees in question remove inappropriate pictures (e.g. pictures of students off campus) and the hashtag, as well as to carry out any further disciplinary action deemed appropriate for the offense.
18. Students may not use the CAJCL Facebook page for "flaming" (i.e. using abusive/derisive/foul language to denigrate others), bullying, or spamming (e.g. chain emails). Any of these inappropriate actions will result in the student in question being banned from the Facebook page, as well as, at the discretion of the State Chairs, not being allowed to attend future events sponsored by the CAJCL. Students running for office may not use the Facebook or Instagram page for campaigning until after they have given their speeches at the State Convention.

19. The host school, the California Junior Classical League (herein referred to as "CAJCL") or any designated representative shall not be held liable for any accidents or mishaps resulting in damage or injury while attending or traveling to or from the CAJCL State Convention.

DUTIES AND RESPONSIBILITIES OF SPONSORS AND CHAPERONES

1. There must be at least one sponsor or chaperone for every **ten** students.
2. Assignments for the sponsors and chaperones will be placed in the Convention packets. If you cannot attend an assigned activity, please notify the convention sponsor or convention president(s) or come to the Convention Headquarters as soon as possible.
3. Before the Convention, sponsors and chaperones should review with their students the important information discussed in this book, particularly the Code of Conduct.
4. Chaperones and sponsors may not allow students to leave the school campus at any time during the Convention without prior written approval from a parent or guardian.
5. Chaperones and sponsors should reprimand any student who does not behave appropriately or who does not have a nametag around the neck. Any problem should be brought to the attention of the student's sponsor and/or any chaperone. If you need assistance, contact the State Chair or come to Convention Headquarters.
6. We ask all students, sponsors and chaperones to leave the rooms and fields as they found them.

ELECTIONS - CANDIDATES FOR STATE AND NATIONAL OFFICE

Qualifications

1. All candidates must be members in good standing of the National Junior Classical League and the California Junior Classical League.
2. A candidate cannot run for an office currently held by a student from the same school, except for the *Nuntius* Editor and Webmaster.
3. Anyone interested in running for State or National office must complete the CAJCL Candidates' Nomination Form and send it to the CAJCL Parliamentarian by the deadline found in the Convention Book.

Obligations

ALL CANDIDATES FOR STATE OFFICE MUST:

1. be currently enrolled in a classical language class for the entire term in office or have completed all classical language courses available at their school.
2. attend the annual CAJCL State Convention.
3. attend all four CAJCL executive board meetings.

Candidates' Orientation - Candidates must have their campaign materials approved by the Parliamentarian prior to campaigning.

Election Caucus

1. Candidates for State office will give a brief two-minute (maximum) speech at GA II on Saturday.
2. All candidates are responsible for sending their speeches to the CAJCL Parliamentarian by the deadline set in the Convention Book.
3. There will be a Candidates' Open Forum on Saturday where candidates answer questions before the voting delegates of all voting schools.

VOTING DELEGATES

1. The two voting delegates from each school must attend the Candidates' Open Forum, if the school wants to vote.
2. These voting delegates then lead the discussion about the candidates running for state office at their voting fellowship on Saturday afternoon before GA III.

CONSTITUTIONAL AMENDMENTS VOTING DELEGATES

1. If there are proposed amendments, two Constitutional Amendments voting delegates must attend the Constitutional Amendments meeting at convention if the school wants to vote.
2. These voting delegates then lead the discussion about the amendments at voting fellowship on Saturday afternoon.
3. These delegates do NOT have to be the same as the voting delegates for the Candidates' Open Forum.

SENIOR SCHOLARSHIPS

1. The CA Junior Classical League offers several scholarships to high school seniors who plan to continue their study of Classics in college. Interested seniors should fill out the application form.
2. The scholarship money is awarded after the recipient completes the required 2 semesters of coursework in either Latin or Greek language and sends an official transcript to the CAJCL Scholarship Chair at scholarships@cajcl.org.
3. Please www.cajcl.org for more information and due dates.

PRE-CONVENTION CONTESTS

Digital Art/Poster, Modern Myth, Original Poetry, Original Slogan (Latin), Original Slogan (English), Publicity

The creator/originator of the above must attend the Convention to submit, exhibit, and win any of the pre-convention contests **except Publicity**. All pre-convention contest entries must be submitted by the deadline to the host school or to the designated CAJCL officer designated in the annual Convention Book via a Google Form.

DIGITAL ARTS/POSTER (Graphic Arts)

- The preconvention deadline is posted in the annual Convention Book.
- Create an entirely digital piece of art on a classical theme OR design a digital poster to promote JCL and/or the Classics.
- All submissions must be an original concept and execution.
- Your work may be any size and in any medium. However, you must create and submit it in a digital file (JPG, TIFF, PDF, GIF, or PNG).
- Art may have a horizontal or vertical orientation.
- The digital copy of your submitted art should have the highest resolution possible (at a minimum no less than 300 dpi). A resolution of 600 dpi or higher is even better.
- The artwork, in its entirety, must be a single work of original material. This is NOT a graphic design contest! Work done in Canva is likely to be disqualified due to use of material that is not your creation. By entering this contest, you represent, acknowledge, and warrant that the submitted artwork is an original work created solely by the entrant, that the creation does not infringe on the copyrights, trademarks, moral rights, rights of privacy/publicity or intellectual property rights of any person or entity, and that no other party has any right, title, claim, or interest in the image. N.B. CAJCL *may* contact you about using your promotional poster in the future.

MODERN MYTH (3 divisions: MS • HS 9-10 • HS 11-12)

A student may enter only **ONE** modern myth in prose or poetry form written after the last state convention. The myth must be 500-1200 words long including articles and prepositions. Myths fewer than 500 words or more than 1200 will lose 3 points per 100 words.

Choose one of the following topics:

1. An original myth to explain the existence of some phenomenon in nature or modern culture (myth should use classical Greek OR Roman mythological characters but not a combination of both; new, invented characters with classical names may also be used);
2. A classical myth in modern dress or setting which should be recognizable through the plot and not from the names of characters (the writer must identify the original myth in a postscript to the story);
3. A new myth using classical figures with the creation of minor new characters (e.g., a new Hercules story).

In all categories, the writer should be careful not to contradict existing myths. New characters and/or new adventures may be invented, but no tampering with basic, traditional mythology should occur.

Entries will be judged on the following criteria:

Category	**Points**
Classical Allusion/Reference	25
Originality/Creativity	25
Theme/Style/Mechanics	25
Overall Effectiveness	25
TOTAL	**100**

ORIGINAL POETRY (3 divisions: MS • HS 9-10 •HS 11-12)

A Student may enter only **ONE** original work in English in any meter or verse based on the Convention theme. Entries will be judged on the following criteria:

Judging Criteria	**Points**
Relevance to Convention Theme	20
Clarity of Expression	20
Choice of Vocabulary	15
Relevance to Topic	15
Mechanics (Usage, Grammar, Spelling, etc.)	10
Overall Effectiveness	20
Total	**100**

ORIGINAL SLOGAN (3 divisions: MS • HS 9-10 •HS 11-12)

The slogan should help publicize Latin or JCL and should be able to fit on a bumper sticker or button. Winners of this contest should be aware that, once submitted, the slogan becomes the property of CAJCL and may be used for publicity. There is a limit of **TWO** entries per student: one English slogan and one Latin slogan. The Latin slogan must include a translation.

PUBLICITY CONTEST (2 divisions: MS and HS)
Every JCL chapter in good standing is eligible to enter the Publicity Contest. A school/student does not need to be present at Convention in order to win. Since the purpose of the Publicity Contest is to promote the Classics to those not already aware of its value, all publicity items must be essentially about the JCL, Latin, Greek, and/or classical studies. All articles must have been written or initiated by the club that submits them. The contest runs from the close of the previous convention to the due date published in the annual Convention Book. Only materials that were published/available to the general public during this period will be accepted. There are 8 categories:

1. **Media (not including school media)** such as newspapers, radio, TV, articles on websites, podcasts. *Social media accounts outside of the school and/or district sharing the JCL chapter's social media postings are eligible.*
2. **School-Affiliated Media.** *These entries must be associated with school and/or district media but may not be from the JCL chapter specific media accounts. Chapter social media accounts should instead be entered in the Social Media Contest.*
3. **School-Affiliated Posters/Displays outside of school**
4. **Posters/Displays at school**
5. **Miscellaneous** includes publicity and promotions not included in other categories. This can include parade floats, telephone answering messages, flyers, promotional materials, decorated items such as pumpkins, bookmarks.
6. **Best Club Swag** includes club clothing, key chains, bumper stickers etc. -basically club-made items that have your club name or JCL on them. All items must have been made or ordered by your club. Items purchased from others at State, Nationals, etc. cannot be used.
7. **Best Recruitment Presentation** includes presentations done on or off campus for the purpose of recruiting students. This category also includes presentations that promote Latin, Greek, or JCL.
8. **Best Overall Portfolio** (There can be 3 places given.) Schools need to submit their best entry (only one for each category) in a portfolio through a shared Google document submitted to firstvp@cajcl.org. Any portfolios submitted after the due date will not be judged. Each item in the portfolio must include a picture or workable link and should include a description of the event and any pertinent information up to 150 words. Your description should articulate to the contest's judges why your publicity is not just important and impactful, but the best in the state. You may want to include information such as: how many people saw your publicity, how many of something was included in your publicity (e.g. 100 t-shirts or 500 candies with your club's logo on it), how well your publicity was received by the public, etc. When submitting your portfolio, make sure that each entry is clearly labeled for category and that each entry is in order for the categories below. Any falsification of entries by a school will result in that school being ineligible for the entire contest for that year.

A panel of judges will judge submissions using the following rubric: Impact,

Originality/Creativity, Quality of Content, Appeal, and Effort.

ACADEMIC CONTESTS

TESTS: Classical Art, Daily Life, Derivatives, Geography, Grammar, Mottoes/Phrases/Abbreviations/Quotes, Mythology, Pentathlon, Reading Comprehension, Roman History, and Vocabulary; AND CREATIVE ARTS: Dramatic Interpretation, English Oratory, Latin Oratory, Sight Latin Reading

ACADEMIC TESTING (7 divisions: MS-1 • MS-2 • MS-3 • HS-1 • HS-2 • HS-3 • HS-Adv.)
The 11 academic tests offered at Convention are listed above. The tests are 75 multiple choice questions with the exception of the shorter Classical Art and Reading Comprehension. All the academic tests will be given on Friday night.

Each student must take tests at his/her current level of Latin. MS-1 and HS-1 are open only to those students who began Latin in August or September of the current academic year.

All levels will use the same test with questions evenly distributed among the levels with the exception of Grammar and Reading Comprehension tests divided as follows: MS-1, MS-2 HS-1• MS-3 and HS-2 • HS-3 and HS-Advanced

Students must take one academic test and may take up to three of the 11 tests listed above. Below are the definitive sources for these tests:

CLASSICAL ART
- The Art of Greece and Rome, Susan Woodford (ISBN 0521540372)
- The Oxford History of Classical Art, John Boardman (ISBN 0192853376)

DAILY LIFE
- Handbook to Life in Ancient Rome, Adkins and Adkins
- Private Life of the Romans, Harold Whetstone Johnston

DERIVATIVES
- Online Etymology Dictionary
- Oxford Latin Dictionary
- Etymological Dictionary of Latin and the Other Italic Languages, ISBN 9004167978

GEOGRAPHY
- Most first and second year Latin texts, and historical atlases with maps of the Ancient Roman Empire and the Mediterranean world.
- A Guide to the Ancient World, A Dictionary of Classical Place Names, Michael Grant, Wilson Company, ISBN 0824207424
- A New Topographical Dictionary of Ancient Rome, L. Richardson, Jr., Johns Hopkins

University Press, ISBN 0801843006
- Rome, An Archaeological Guide, Amanda Claridge, Oxford U. Press, ISBN 0192880039

GRAMMAR AND VOCABULARY
- Allen and Greenough's New Latin Grammar is the authority on most grammar and syntax questions. In the event that the Allen & Greenough is insufficient in its explanation or fails to fully account for variations in constructions and forms, the following will be consulted:
- Lewis & Short: Latin-English dictionary, freely available at Latinitium
- Smith & Hall: English-Latin dictionary, freely available at Latinitium
- Döderlein's Hand-book of Latin Synonymes, freely available at Latinitium
- *Horae Latinae*: Studies in Synonyms and Syntax, freely available at Latinitium
- Oxford Latin Dictionary
- Morgan-Owens Lexicon of Neo-Latin and Contemporary Latin Usage
- *Latinitas Recens*
- Students should also consult the vocabulary lists listed on the Certamen page of the NJCL website.

MOTTOES, PHRASES, ABBREVIATIONS AND QUOTES
Amo, Amas, Amat and More, Eugene Ehrlich, Harper & Row, ISBN0062720171
Latin for the *Illiterati*, Jon R. Stone, Routledge, B0122 in TMRC
Latin Everywhere, Everyday, Elizabeth Heimbach
List of U.S. State Mottos from Wikipedia

MYTHOLOGY - There is no single source for mythology. An answer should be verifiable in one of the following books or in an original source. Questions based on a particular author's variant version of a myth will be so stated: e.g., "according to Ovid" or "in Euripides."
- Classical Mythology (4th edition or later), Mark Morford and Robert Lenardon
- Classical Mythology and More, Marianthe Colakis and Mary Joan Masello
- Dictionary of Classical Mythology, Pierre Grimal
- Dictionary of Classical Mythology, Jenny March
- The Meridian Handbook of Classical Mythology, Edward Tripp

PENTATHLON - There are Five sections, each with 20 questions from mythology, Roman history and life, grammar, vocabulary, and derivatives.

ROMAN HISTORY - There is no single source for history. An answer should be verifiable in one of the following books or in an original source.
- Chronicle of the Roman Republic, Matyszak, ISBN 0500051216
- Chronicle of the Roman Emperors, Scarre, ISBN 0500050775
- History of the Roman People, Heichelheim, Ward, & Yeo
- A History of Rome, M. Cary and H. H. Scullard
- A History of Rome, Sinnegen and Boak
- The Oxford Classical Dictionary, 2nd and 3rd editions
- The Penguin Dictionary of Ancient History

- Rome, An Archaeological Guide, Amanda Claridge, Oxford University Press, ISBN 0192880039

DRAMATIC INTERPRETATION

(4 divisions: MS-1, MS-2, HS-1 • MS-3, HS-2 • HS-Adv. Prose • HS-Adv. Poetry)

- We follow the NCJL and use their **passages, shortened** to encourage more people to participate. Those with problems salient to the contest, such as corrected speech impediments, should send their names, contest levels, and schools to Creativearts@cajcl.org before Convention.
- Students will find the CA passages at www.cajcl.org and linked in the annual Convention Book. They may read the passage, but memorization points will be deducted.
- Participants must compete on their current level of Latin, but may not compete at the same level more than one year except for MS-1 and MS-2 and Advanced. Contestants may enter only one advanced level, either poetry or prose, but not both.
- Costume and props are NOT to be used. An introduction in English is NOT necessary and, if given, is NOT in any way considered when rating contestants.
- A false start (i.e. no longer than the first line) will be allowed without a point deduction.
- Contestants should make sure their movements and gestures are appropriate to the content of the presentation. It is highly recommended that a student's sponsor or a state chair hear and approve the presentation before the contest. Students and advisors are reminded that a poem (Advanced Poetry level only) must be recited in the appropriate meter, including elisions.

Here is the NJCL Pronunciation Guide.

Judges will use the following criteria:

Category	Points for ½ and I, II, Prose	Points for Poetry
Memorization	25	25
Character Portrayal and Depth	20	20
Pronunciation	20	15
Enunciation	10	5
Voice Control	5	5
Eye Contact	5	5
Natural Gestures; Appropriate Movements	10	10
Phraseology	5	5

Scansion	0	10
TOTAL POINTS	100	100

ENGLISH ORATORY (3 divisions: MS • HS 9-10 • HS 11-12)

Participants must write their own speech related to the convention theme in a style similar to a classic oration. Participants may read their speech but memorization points will be deducted. It is highly recommended that a student's sponsor hear and approve the presentation before the contest. The student may utilize a prompter of his or her own but no cue cards. The oration should be three minutes in length; a contestant will be penalized 5 points if their speech is less than 2 minutes and 45 seconds or more than 3 minutes and 15 seconds in length (including introduction). Students with problems salient to the contest, such as corrected speech impediments, should send their names, contest levels, and schools to Creativearts@cajcl.org before the convention.

Judges will use the following criteria:

Category	**Points**
Introduction	5
Body of Oration	20
Conclusion	5
Delivery	20
Originality	10
Memorization	15
Adherence to Theme and Use of Classics	15
Overall Effectiveness	10
TOTAL POINTS	100

LATIN ORATORY (3 divisions: MS-1, MS-2, HS-1 • MS-3, HS-2 • HS-3+)

We follow the NCJL rules and use their **passages, shortened** to encourage more people to participate. Anyone with problems salient to the contest, such as corrected speech impediments, should send their name, contest level, and school to Creativearts@cajcl.org before Convention.

Students will find the passages at www.cajcl.org and in the annual Convention Book.

They may read the passage, but memorization points will be deducted.

Here is the NJCL Pronunciation Guide.

Judges will use the following criteria:

Category	Points
Memorization	20
Pronunciation	15
Eye Contact with Audience	15
Natural Gestures and Oratorical Style	15
Enunciation and Voice Control	15
Phraseology and Interpretation of Passage	20
TOTAL	**100**

SIGHT LATIN READING
(7 divisions: MS-1• MS-2 • MS-3 • HS-1• HS-2 • HS-Adv. Prose • HS-Adv. Poetry)

There will be a ten-minute preparation period. Macrons and the translation of the Latin are provided. The students may make notes on the selections, but no other paper is allowed. After ten minutes, the passages will be collected; the contestants will be given an unmarked passage to use as they give their presentations before the judges. Students will be expected to read the passage aloud in Latin.

Classical, Liturgical, and Restored pronunciations are acceptable, but the contestant must inform the judges before reading if they are using Liturgical or Restored pronunciations.

Judges will use the following criteria:

Judging Criteria	Prose	Poetry
Conveyance of Meaning	5	5
Continuity	5	5
Phrasing	5	5
Vowel Length and Quality	5	5

Vowel Quality	5	5
Syllabification	5	5
Consonant Quality	5	5
Word Accent	5	5
Elision Pronunciation (Poetry Only)	0	5
Scansion (Poetry Only)	0	5
Total	**40**	**50**

CREATIVE ARTS

Costume, Essay

COSTUME CONTEST (2 divisions: MS and HS)

Contestant(s) must choose a character from ancient Latin or Greek literature that relates to the annual theme. If students compete as a pair, the two characters they choose must have a connection to the theme and to each other.

All contestants must make their own costumes. They will make a statement about the costume and how it relates to the character and the theme. They must have knowledge of Roman or Greek clothing style and a broad knowledge of the character represented. Each contestant should speak about the color, style, props, etc. selected for the costume. Judging will focus on the contestant's use of materials to make props and costume(s). It is recommended that the cost of the costume not exceed $50.00, excluding tax. For pairs, this is $50.00 per person. Receipts do not need to be submitted.

The individual category must have ONLY one person entered. The pair category must have ONLY two people entered. No other people may be part of the costume contest. A contestant may enter ONLY one category.

Judges will use the following criteria:

Category	**Points**
Authenticity	50
Attractiveness	15
Craftsmanship	20
Creativity of Interpretation	5

Overall Effectiveness	10
TOTAL POINTS	100

ESSAY CONTEST (3 divisions: MS • HS 9-10 • HS 11-12)

Participants in the Essay Contest will examine translated passages of Latin authors and/or images of classical importance regarding a major aspect of Roman civilization. Each contestant will then write an expository essay based on a given prompt. The essay may be informative or persuasive in nature. No prior preparation is necessary. Students must compete on their current grade level. Students will choose one prompt from those offered and will compete against students from the same grade level who choose the same prompt. Each entry must meet a minimum word count of 500 and may not exceed 1200 words. This is a timed live competition. **Students arriving late will not get extra time.**

Judges will use the following criteria:

Category	**Points**
Adherence to Guidelines (Reference to visual or passage, inclusion and support of thesis statement, is an expository essay)	15
Unity, Coherence, and Theme Development (Introduction, definite and clear development, conclusion)	15
Content (Appropriateness, sufficient development of thesis)	15
Originality/Creativity	10
Historical Allusion and Accuracy	10
Mechanics (Grammar, spelling, sentence structure)	10
Word Choice and Vocabulary	10
Style and Clarity	10
Neatness	5
TOTAL	**100**

GRAPHIC ARTS

Banner (Chapter); Cartoons and Greeting Cards; Charts, Quotations, Maps; Digital Art/Poster (Pre-Convention); Drawing and Painting; Handicrafts; Impromptu; Photography; Scrapbook (Chapter); T-Shirt (Chapter)

GENERAL RULES There are 2 Divisions for all Graphic Arts at the state level: MS and HS. Please read the below rules first before reading the rules for the individual contests:

- Only students properly registered and present at convention may submit projects except for Chapter Contests: banner, t-shirt, and scrapbook.
- All projects must be the work of the delegate alone, have been completed after Convention of the previous year and be in good taste. All projects must have an obvious classical theme, based on classical subject matter, or show clear inspiration from classical art. Students should be prepared to indicate source material for any project (book, internet resources, images, etc). Please be aware of acceptable use rules (see below) and credit sources so judges can understand your project better.
- Projects should not contain any organic matter that may decay over the course of convention (e.g. fruit or leaves); however, commercially dried/ preserved items such as purchased animal hide/leather or a mosaic made of beans will be allowed. Projects should not contain any animal bones or taxidermy.
- A student's name should not appear anywhere on the project, except in Scrapbook.
- Group projects are allowed ONLY in Banner, Scrapbook and State T-shirt.
- Students may enter as many Graphic Arts contests as they wish but may have only one entry per area (e.g. one watercolor, one colored ink, one black ink, etc. in the Drawing and Painting division). It is the entrant's responsibility to report the correct media used. Projects entered in the wrong category may be disqualified. If a student enters more than one project in a category, all will be disqualified.
- There should be no computer-generated materials other than in Computer-Enhanced Photography, Digital Scrapbook, Constructed Charts, Constructed Maps, and Games (rules only).
- No project should be covered with glass, plastic, or lamination. No stands may be used for 2-dimensional art. In order to protect art projects, all entries in cartoons and drawing and painting must be matted. Matting should be no bigger than 1" beyond the actual edge of the art. Failure to mat projects will result in disqualification.
- Projects are judged holistically by groups of three judges using the general graphic arts rules listed here and the judging criteria found in the individual contests. Thus, there is no specific grading rubric or sheet for each project.
- Do not use any copyrighted characters or ideas unless you submit a copy of written permission from the holder of the copyright as detailed below. If you use copyrighted material without permission, your project will be disqualified. This includes digital scrapbooks. However; if you are inspired by another work (e.g. you complete a drawing of a

statue or image you've seen), you MUST cite the original source on your 3x5 card.

- If the work or idea you want to use was first published after 1922, it is probably protected by copyright. You must obtain permission in writing and submit it with your project. We will accept emails. Start early. It sometimes takes months to get permission. If the work or idea you want to use was published after 1922 and is NOT under copyright, you need to supply written proof of its copyright status as well. https://fairuse.stanford.edu/overview/academic-and-educational-permissions/non-coursepack
- Fair Use is the right to use portions of copyrighted materials for purposes of education, commentary or parody. (for more information see HERE). You may use or display digital images in connection with presentations. An educational multimedia presentation may include:

- up to 10% or 1,000 words, whichever is less, of a copyrighted text work, but no more than three poems by one poet, or five poems by different poets from any anthology.
- up to 10%, but no more than 30 seconds, of the music and lyrics from an individual musical work.
- up to 10% or three minutes, whichever is less, of a copyrighted motion media work (e.g., an animation, video or film image)
- a photograph or illustration in its entirety but no more than five images by an artist or photographer or no more than 10% or 15 images, whichever is less, from a published collective work. For more detailed explanations, see: https://fairuse.stanford.edu/overview/faqs/copyright-basics/

- A project must include a 3x5 card (see sample below) attached to the project in the lower right corner if possible. To help speed up the registration process, students are encouraged to create their own cards before convention. Pre-printed 3x5 cards will be available at Graphic Arts Registration as well.

Title/Description:

Date(s) Created:

Category: (e.g., Mosaics, Maps, etc.)

Grade Just Completed:

Additional Information: (i.e. inspiration, kits, materials used)

Translation of any Latin:

Except where noted below, the criteria for judging are:

1. Originality/Creativity
2. Design and Color
3. Effect of Humor/Message (Cartoons and Greeting Cards)
4. Hand-made Elements (Handicrafts)
5. Accuracy/Authenticity
6. Neatness
7. Correct Latin/English
8. Adherence to Rules
9. Overall Effect

SPECIFIC RULES

BANNER Please see Chapter Contests p. 27.

CARTOONS AND GREETING CARDS

Cartoons - may be either a single panel or a strip, in panel storytelling format. Art should be no larger than 8 ½ x 11 inches, and matting should be no bigger than 1" beyond the actual edge of the art. All entries must be backed with a stiff mat board. Failure to mat will result in disqualification.

Greeting Cards - must be no larger than 5 ½ x 8 ½ inches when folded to avoid disqualification (this would be a folded piece of standard-sized paper). Cards may be serious or humorous and written for any occasion. They must use only Latin words. A translation of the Latin must be on the 3x5 card, as well as an explanation of unusual techniques used.

CHARTS, ILLUSTRATED QUOTES, MAPS- may use standard poster board that measures 22x28 or standard foam board that measures 20x30. Entries in these categories may be flat or three-dimensional, depending on the category. Refer to the Graphic Arts rules above. The specific rules for each category are:

Charts - They TEACH! Depictions of Hades (fictional places) and floor plans of buildings are classified as charts. There are 2 subdivisions. Students may enter either one but not both.

- Drawn Charts – must be flat and drawn entirely by hand; elements may be pasted on as long as they remain flat and two-dimensional.
- Constructed Charts – should be three-dimensional with material attached to them i.e. stickers, computer generated pictures or text, construction paper, photographs. Be sure to credit all programs and non-original sources on the 3x5 card.

Illustrated Quotations - They must be hand-drawn/lettered and illustrate a common, recognizable Latin or Greek quotation from an original Latin or Greek source. Illustration should visually depict the meaning of the quote; this is **not** a calligraphy contest. The quote may be, but is not restricted to, the annual convention theme. The Latin or Greek quotation must appear on the project and the translation and source must be included on your 3x5 card.

Maps - They SHOW WHERE! Journeys of mythological heroes (real places) belong in maps. Be consistent in the language(s) used for labeling place names. There are 2 subdivisions. Students may enter either one but not both.

- Drawn Maps – must be flat and drawn entirely by hand; elements may be pasted on as long as they remain flat and two-dimensional.
- Constructed Maps – should be three-dimensional with material attached to them, i.e. stickers, computer generated pictures or text, construction paper, photographs. Be sure to credit all programs and non-original sources.

DIGITAL ART/POSTER Please see Pre-Convention contests p. 8.

DRAWING AND PAINTING - has 8 categories only: Acrylic or Oil • Black Pencil • Chalk or Pastel • Charcoal • Colored Pencil • Ink (colored or black, including block printing) • Mixed Media (any combination of the other specified 7 media **only**, no matter how minor) •Watercolor (including water markers done with a brush).

The specific rules for Drawing and Painting are:

- All Drawing and Painting entries must be two-dimensional on one piece of paper. There should be no paste-ons.
- Do not enter groups of pictures, as they cannot be judged fairly against a single picture.
- All entries must be mounted on a stiff mat board. Acrylic and Oil and Mixed Media are permitted to use canvas. Matting should be no bigger than 1" beyond the actual edge of the art. Failure to mat will result in disqualification.
- Pictures (excluding the mat) must not exceed a maximum of 20x24 inches. Canvas must not exceed a maximum of 20x24 inches.

HANDICRAFTS - includes Decorative Stitching and Textiles (Dolls may be entered here) • Games • Jewelry • Large Models • Mosaics • Pottery/Sculpture • Small Models. **N.B. CAJCL does not have the Weapons and Armor category from Nationals.** These may be entered into either the Small or Large Model category. The specific rules for Handicrafts are:

Decorative Stitching and Textiles

- No kits or patterns should be used without major changes.
- Embroidery, weaving, batiks, and hand sewn garments are included in this category.
- Work should be neatly done, flat, not puckered, with even and uniform stitches, and with no knots or dark threads showing through from the back.
- In cross-stitch, all the stitches should cross the same way.

N.B. School Banners and T-shirts are NOT in this category. Fabric decorated with fabric paint, puffy paint, or iron-on transfers are also NOT acceptable entries in this category.

Games

- All writing must be legibly presented in ink.
- The game must be contained in a box or container, which complements the game board with a list of equipment (so pieces don't get lost).
- There should be no computer-generated graphics, but printed rules are acceptable. Additionally, any text on the board or play pieces may be typed.
- Entrants are encouraged to make as many elements of the game by hand rather than using purchased game pieces or pieces from common board games.

Jewelry

- Must be hand-made only.
- Workmanship and neatness are essential aspects considered by the judges.
- Should be mounted to protect the art.

Large models

- Must be larger than 12 inches, but no larger than 36 inches in height, width and depth.
- Must be more accurate and intricate in detail than smaller models.
- More credit will be given to projects with a majority of home-made elements.

Mosaics

- Should be made on a firm background—not cardboard, unless with paper tesserae.
- Whatever type of tesserae is used, the entire space should be covered, including the background area, but only by one layer of rice, rocks, etc. Do not build up or overlap tesserae.
- Do not leave spaces between the tesserae. Tesserae should be approximately the same size and thickness to give a fairly level finished product. They should be individual, separately colored pieces, and firmly attached. Lines drawn to place tesserae should not show, and there should be no lines painted on the surface of the finished mosaic.
- Remember that Roman mosaics were usually floor surfaces and meant to be walked upon. They were not just pretty pictures.

- Mosaics should measure no bigger than 28 inches in height or width.

Pottery/Sculpture
- Must be hand-made only—no molds.
- Pottery must be a container of some sort (vase, jar, urn, sarcophagus, etc.).
- Sculpture must be a figure, either done in the round, or a relief cut from a flat surface and should have a base to protect the art.

Small Models
- Must be able to fit in a 12x12 x12 box with a lid.
- Must be actual three dimensional representations of objects, not flat pictures.
- More credit will be given to projects with a majority of hand-made elements.

Weapons and Armor -NOT A SEPARATE CATEGORY, but may be entered in either large or small models. Make sure you follow these rules:
- Projects should replicate the weapons or armor of ancient Greece or Rome.
- Weapons should be blunted rather than have sharp edges or points.
- More credit will be given to projects with a majority of hand-made elements and created with authentic techniques, which students should highlight on their 3x5 card.
- No kits or patterns should not be used without major changes.
- Must be no larger than 36 inches in height, width, and depth.

IMPROMPTU ART - This contest (open to the first 120 participants) is held during convention and run by the host school. It is designed to challenge a participant's artistic skills by asking the contestant to create a piece of art extemporaneously. The following materials will be available at the contest site: glue, construction paper, newsprint, scissors, colored pencils, markers, cardboard, staplers, tape, and a fixing agent. In addition, contestants may bring only the following items - pastels, charcoal, watercolors and brushes. Upon arrival at the contest, each artist will receive five or six items representing a classical theme. These items must be incorporated into the final product, e.g. a picture of a bust of Julius Caesar or a Doric column. The artists will have 45 minutes to produce their creations. Sweepstakes will be awarded.

The criteria for judging are:

1. Composition
2. Technique
3. Focus
4. Innovation
5. Presentation

PHOTOGRAPHY - There are two distinct categories in Photography: Traditional and Computer-Enhanced. A student may enter one photograph per category. The specific rules for all photography entries are:

- An entry must be a single image no larger than 8x10 inches (or 80 square inches for panoramas).
- Matting is strongly encouraged for all photography projects to protect them..
- All entries must be printed on photographic weight paper.
- Entries may be either color or black and white.
- The 3x5 card must include the date and location of the photo.
- The following photos are unacceptable: anything taken from the Internet or other electronic sources; slides; copies made from commercially produced slides or prints, including copies of pictures in books, museums, computer-produced photos, etc.

Traditional Photography - The goal of the traditional photography contest is to present a classically themed image that captures a moment in time. The photos should be a realistic representation of the subject matter and demonstrate the competitor's ability to capture a compelling image through the viewfinder.

- Participants may use a film or digital camera.
- Participants may apply basic image manipulations to the image — either in the darkroom or in an image-editing program — as long as the final image is a realistic representation of the subject matter. If using a computer, these effects must be limited to adjustments that could be obtained in a darkroom, such as contrast, levels/curves, lighten/darken, dodge/burn, sharpen/blur, stitch, or add/remove noise.
- Any computer adjustments or significant darkroom techniques should be noted on the 3x5 card.
- Participants may also attach a copy of the original source to the back of their entry.

Computer-Enhanced Photography -Participants start with one or more conventional photos and then apply significant manipulations and adjustments through computer software to produce a new image. Examples of modifications may include changing or inverting colors, adding a new background, superimposing one photo over another, introducing new textures, etc.

- All materials must be the original work of the entrant. You may not use material from any source other than your own digital photographs.
- Digital drawing is not allowed as that overlaps with the digital art category.
- These photographs must still be printed on photographic weight paper.
- Entrants MUST attach a copy of the original source photo(s) to the back of their entry.

- In addition, entrants must list the name of the software package used to create the image and describe the enhancement process – including any significant filters or processes used — on the 3x5 card.

The criteria for judging photography are:

1. Classical Theme
2. Technical Execution
3. Content of Photo
4. Composition
5. Visual Impact/Creativity

SCRAPBOOK Please see Chapter Contests p. xx

T-SHIRT Please look under Chapter Contests p. xx.

LUDI EVENTS

Ludi events are the activities determined by the host convention school that do not receive awards points. The host school may or may not choose to give prizes or ribbons for these activities. Please refer to the convention website, Convention Book or cajcl.org for the events offered. Since Open Certamen and Escape Boxes are offered each year, the rules and guidelines are provided below.

OPEN CERTAMEN -3 levels:
Beginner: MS-1, MS-2 and HS-1
Intermediate: MS-3 (MS-8 in a 7-8 grade program) and HS-2
Advanced: HS-3 and HS-Advanced

- The purpose of Open Certamen is to allow students without much previous practice the chance to experience Certamen without the pressures of Competitive Certamen. The teams will be selected to mix schools and specialties as much as possible.
- All students must register in the Latin level in which they are currently enrolled or higher. Those eliminated in the semis in Competitive may participate in Open, **but NOT finalists.**
- There will be three predetermined rounds of 15 questions with one bonus. Results will be determined by cumulative scores. There are no challenges. Students not competing at the appropriate levels will be disqualified. Winners will receive ribbons but no awards points.
- Registration takes place at Convention, but walk-ins are welcome if there is space. Please reach out to the Open Certamen Chair at opencertamen@cajcl.org with any questions.

ESCAPE BOXES -3 levels:

Beginner: MS-1, MS-2 and HS-1
Intermediate: MS-3 (MS-8 in a 7-8 grade program) and HS-2
Advanced: HS-3 and HS-Advanced

- All students must register in the Latin level in which they are currently enrolled or higher. Students from the same school may play on the same team, but we encourage them to join with people they do not know in order to make new friends.
- Signups are at Convention outside the Escape Rooms. The length and number of each session will be determined by the host school in conjunction with the Open Certamen Chair. Students may use the internet. Students not competing at the appropriate levels will be disqualified. Winning teams will receive ribbons but no awards points. Please reach out to the Escape Box Chair at anguyen@menloschool.org with any questions.

OLYMPIKA 1 (Individual Events)

(2 Divisions: MS and HS)

Chess, Swimming, Tennis, Track and Field

Olympika events have male and female subdivisions except Chess. The host school will determine which of the Olympika events to hold based on their school facility. These events are individual contests; there will not be any team or relay competitions. Additionally, all Olympika games, except Chess, are subject to cancellation due to weather.

CHESS

- Games will take 20 minutes. Boards etc. will be provided.
- If a dispute arises concerning an infraction or the outcome of a play, and the players cannot come to a satisfactory resolution, the Chair will make the call after conferring with the other judges as necessary.

SWIMMING - 50 Meters Backstroke • 50 Meters Breaststroke • 50 Meters Butterfly • 50 Meters Freestyle • 200 Meters IM

- All athletes may participate in as many events as time allows.
- All races are final. The fastest three times out of all the heats for each event will receive an award. In the event of a tie, there will be a second race to determine the winner if time allows.

TENNIS

- A round will consist of 4 out of 6 games with a 30 minute time limit.
- Athletes must bring their own rackets and a new can of balls.
- Any rule not explicitly stated will follow CIF guidelines.

TRACK AND FIELD - 100, 200, 400, 800, 1600 meters & Long Jump.

- Athletes may enter as many events as time allows.
- All races are final. The fastest three times out of all the heats for an event will receive awards. In the event of ties, multiple awards will be awarded.
- No spikes allowed.
- Only one false start will be allowed for each individual per event.

CHAPTER CONTESTS

Banner, Catapult, Chariot, Competitive Certamen, Publicity (Pre-Convention), Scrapbook, Spirit, T-Shirt, Basketball, Dodgeball, Volleyball, Ultimate Frisbee

(Two divisions: MS and HS except Competitive Certamen and Spirit)

BANNER (Graphic Arts)

- Be sure to read the general rules for Graphic Arts on p. 18-20 carefully.
- Each school may enter only **ONE** banner, no larger than 20.25 square feet.
- The banner should be mounted on a floor stand or be able to be hung from above. All banners will be displayed, if possible.
- Banners must pertain to the convention theme, contain the name of the submitting school, and include the year of entry.
- No materials from previous banners may be used.
- All banners should be registered at Graphic Arts Registration. It is not necessary to fill out the 3x5 index card (unless there is something you want the judges to know) or the registration form.

Judges will use the following criteria:

Creativity
Adherence to Convention Theme
Overall Effect

CATAPULT

- Each school may enter only **ONE FREESTANDING** catapult which contestants may not hold down.
- The base of the catapult must fit in a 3x3 foot box and must be stable when fired. Catapults that tip over or fall apart during competition will be disqualified.
- No appendages to the catapult may touch the ground beyond its base. The base may be secured to the ground with stakes.
- Catapults must be built entirely of any combination of the following materials: wood,

metal, animal or vegetable byproducts, or twine. No nylon or Kevlar may be used for spring devices, but metal cable may be used for bowstrings. Metal screws or lag bolts are allowed. No sort of elastic (e.g. bungee cords or nylon) is permitted.

- The ammunition will be a 4x4 inch bean bag, weighing no more than 12 ounces. The catapult must be launched with a single release mechanism which a contestant either pulls or pushes. The release must be safe, and everyone must stand away from the catapult while firing.
- Each team may take as many practice shots as time allows before the competition begins.
- Each team will receive two shots during the competition. The longer shot will be scored.
- The judges will measure from the starting line to the spot where the beanbag first lands.
- No flames, explosives, or liquids of any kind are allowed.
- All catapults will be inspected on Friday night. The contestants must pick up their catapult on Saturday morning before the Catapult Competition unless the host school has made other arrangements.
- If the catapult involves some kind of rope or twine for torsion, you must bring some extra rope or twine for inspection Friday night to avoid disqualification.
- All catapults must be launched by **STUDENTS ONLY**. No sponsor or chaperone is allowed to launch the catapult.

CHARIOT RACES

- Each school may enter one chariot team per race per division. There will be one race for 1 driver (**male or female**) with 4 female horses and another for 1 driver **(male or female)** with 4 male horses in each division. **N.B.** This is a change in the former rules.
- Chariots may be constructed of any material but must be designed and constructed solely by the Chapter's students.
- The driver must stay in the chariot and the horses must remain the same for the duration of the race.
- All drivers must bring bicycle helmets to wear.
- Chariots must be inspected prior to the race to ensure safety and to minimize any potential injuries.
- Chariots must be powered solely by the human horses. No electric or gas motors, solar panels, or wind turbines will be permitted.

COMPETITIVE CERTAMEN

Only teams who place at CARCER may participate in Competitive Certamen at the State Convention.

The goal of Competitive Certamen is to have fun by demonstrating knowledge in a quiz-type game. Below are instructions to register for CARCER and highlights from the Official Certamen Rule Book.

Registration for CARCER

CARCER will be **held** simultaneously at two different locations – one in Northern California and one in Southern California. The ladder of play for the regional competitions will be decided according to the number of teams registered. All schools must **complete the online** registration **form that will be emailed to teachers** by the State Certamen Chair.

Levels

There are seven levels of competition: MS-1• MS-2 •MS-3 (MS-Advanced)• HS-1 • HS 2 •HS-3 • HS-Advanced. **MS-1** is for Middle School students enrolled in the first year of a Middle School Latin program. **MS-2** is for Middle School students enrolled in the second year of a Middle School Latin program. **MS-3 (MS-Advanced)** is for Middle School students who have completed the curriculum of a typical first year High School Latin program and are enrolled in the third year of a Middle School Latin program. **HS-Advanced** is for High School students enrolled in the fourth year of a High School Latin program or higher. A student may compete in a higher level but **NOT** in a lower level, and **no** student may compete in more than one level. Schools may register up to **two teams in each level** for CARCER, but **ONLY 1 TEAM FROM EACH LEVEL MAY MOVE ON TO THE SEMIFINALS.**

Rules

- A **Team** is a group of Latin students, not exceeding four (4), who are members of the same California Junior Classical League chapter.
- **Alternate Players and Substitutions:** Alternate players may compete during any round of competition, but they must play that entire round. No substitutions are allowed during a round.
- Those eliminated from the semi-finals in Competitive Certamen may participate in Open Certamen, **but finalists may not.**
- **Players with Disabilities:** A Player must inform the Moderator before the round has begun of any disability which will encumber that Player's ability to buzz in, answer a question, or participate in any other way. If a Player dishonestly obtains a modification, then there will be severe disciplinary consequences to be determined by the State Certamen Chair and State Junior Classical League Chair.
- **Wild Card Teams:** Wild Card Teams are created to ensure each match is played by three Teams. Wild Card Teams may be created from Alternates for registered Teams or other interested Players and may have no more than four (4) Players. Wild Card Teams must play all three preliminary rounds with appropriate competitive spirit. Wild Card Teams may not advance to the semifinal round, regardless of points earned.

Rounds of Play

Preliminary Rounds. There will be three preliminary rounds with three teams in each match. Each round will consist of twenty (20) toss-up questions, each of which has two (2) bonus questions. The ladder of play is determined by a random draw before CARCER (California Regional Certamina) overseen by the State Certamen Chair. After the third

preliminary round, the nine (9) Teams in each level with the highest cumulative scores will advance to the semifinal round.

Semifinal Round. The nine (9) Teams in each level are seeded by their scores and grouped in the following way:

Match I: 1st Seed vs. 6th Seed vs. 7th Seed
Match II: 2nd Seed vs. 5th Seed vs. 8th Seed
Match III: 3rd Seed vs. 4th Seed vs. 9th Seed

Final Round. The final round in each level will feature the three (3) Teams, which had the three highest scores in the semifinal round **REGARDLESS OF MATCH SEEDING.**

Please take the time to familiarize yourself with ALL CAJCL Certamen rules, here and posted on the website.

Certamen Rules:

- Each round will consist of 20 toss-up questions, each of which is associated with 2 bonus questions, for a total of 40 bonus questions.
- Lower-division (MS-1 • MS-2 • MS-3 • HS-1 • HS-2) rounds will consist of approximately 3 Daily Life, 6 Grammar and Translation, 3 History, 2 Mottoes, Abbreviations and Quotes, 3 Mythology, and 3 Vocabulary and Derivatives questions.
- Upper-division (HS-3 and HS-Advanced) rounds will consist of approximately 2 Classical Literature, 3 Daily Life, 4 Grammar and Translation, 3 History, 2 Mottos, Abbreviations and Quotes, 3 Mythology, and 3 Vocabulary and Derivatives questions.
- In case of a misreading or a flawed question, extra questions will be available for every round.
- Play begins with a toss-up question, each of which is worth 10 points. • Once a player has been recognized by the moderator or spotter, only that player may answer and must answer **AT ONCE** (i.e. within 5 seconds). No portion of a question can be repeated for a student who has already buzzed in.
- Toss-up questions may be read only twice in their entirety by the moderator.
- Members on other teams may not talk or in any way communicate with each other while someone from another team answers a question, whether toss-up or bonus.
- If the toss-up question is answered correctly, the team that answered correctly may consult one another to answer the two related bonus questions worth 5 points each.
- Only the captain of the team can give the team's bonus answers unless the captain defers to another team member.
- Teams have 15 seconds to answer each bonus question.
- If a team misses the first bonus question, it may attempt the second.
- Some bonus questions may be accompanied by visuals.
- There is no penalty for wrong answers.
- If the first team does not answer the toss-up question correctly, the second team and then the third may try to answer, after being recognized by the moderator, in the manner described above. The spotters must take care to note who buzzed in first on each team, so that the moderator can determine who should answer the toss-up

question.
- If a team buzzes in before the moderator has finished reading the question, the moderator does not finish reading the question for that team, nor for any other team that buzzes in before the moderator has finished reading.
- If no team which buzzed in early answers correctly, the moderator will finish reading the question for any teams that have not buzzed in early.
- If a team finds fault with a question, answer or procedure, they may respectfully challenge it; in which case the moderator shall inform the Certamen Chair of the challenge.
- No one in the audience should ever talk or whisper; only silent cheering is allowed.

The moderator has the right to decide to:
- Accept a question as answered fairly and appropriately
- Disqualify a question
- Disallow an answer because of improper consultation or prompting by other students
- Remove members of the audience

In case of challenges: The Certamen Chair will be given all challenges by the moderators, and the Certamen Chair's decision will be final.

PUBLICITY

The publicity contest is a pre-convention contest. The rules are covered on page 10.

SCRAPBOOK (Graphic Arts) Be sure to read the **general Graphic Arts rules** on page 18. Do not use any copyrighted characters or ideas unless you submit a copy of written permission from the holder of the copyright as detailed in the general rules p. 18ff.

For Paper Scrapbooks:

1. All Paper Scrapbooks must meet the following size restrictions:
   a. The pages of the scrapbook may be no larger than 22x28 Inches (poster board size).
   b. The notebook or box containing the pages of the scrapbook must be only as large as is necessary to contain the pages. You will be penalized if you fail to follow the size limit.
2. Paper Scrapbooks must be in one volume but may be of any shape, excluding scrolls. They should, however, be easy to handle. **NO GLASS COVERS WILL BE PERMITTED**, however mica and Plexiglas will be allowed. You will lose points with a purchased scrapbook.
3. Judging criteria for Paper Scrapbooks are the following:
   a. Cover, Practicality
   - Artistic Value: Is the cover drawn and/or designed well?
   - Originality and Cover Design: Is there an original design or an original spin on a commonly used design? Is the quality high?
   - Overall Practicality: Is the book sturdy and neat and no larger than 22x28 inches? Is it handmade and not store-bought?
   - Easy Handling: Are the pages and binding well reinforced? Is the book easy to

handle?

b. **Originality, Creativity**

- Use of Captions: Are the students/events clearly labeled?
- Use of Latin/Greek: Is it original or is it a quote? Is it accurate?
- Creative Use of Layouts: Are the pages attractive, clever, and varied?

c. Artwork

- Amount: Is there enough artwork throughout?
- Quality: Is it well-drawn and done by the student?
- Handwritten Lettering: Are captions, titles, Latin/Greek done attractively and by hand?

d. Neatness

- Artwork and Lettering: Are there obvious erasures, or stray pen/pencil/paint marks?
- Correctness of Written Text: Is the book relatively free of spelling, grammar, and punctuation errors?

e. Content

- Representation of Entire Year: Does the book show activities and people from the whole year but not from previous years?
- Use of Memorabilia: Is there a variety of photos, programs, menus, agendas, notes, etc., and a table of contents?

f. Theme

- Visibility of Theme Throughout: Is the theme on more than a few pages?
- Coordination of Artwork and Theme: Does the art reflect the theme?
- Originality of Theme: Is this an original theme or an original spin on a common theme?
- Unity/Continuity: How well are all aspects of Theme handled?

For Digital Scrapbooks:

1. You must cite any non-original sources such as art and music and any software package used.
2. Fair Use is the right to use portions of copyrighted materials for purposes of education, commentary or parody. You may use or display digital images in connection with presentations. An educational multimedia presentation may include. Read the copyright rules in the Graphic Arts general rules p. 19ff. carefully.
3. All copyrighted material must be appropriately cited.
4. Submit your Digital Scrapbook via google drive.
5. Judging criteria for Digital Scrapbooks are the following:
   a. **Home Page** – artistic value, originality of design
   b. **Originality, Creativity** - layout and use of digital medium, captions, prose, poetry and literature.
   c. **Navigation** - ease of browsing and navigating menus and/or chapters and use of table of contents
   d. **Borrowed Artwork** - amount and quality of artwork
   e. **Content** - representation of the entire year, use of memorabilia e.g. programs, menus, agendas, photos, video, audio, notes, and variety of content

f. **Original Computer Graphics -** amount and quality of artwork
g. **Theme** - visibility of theme throughout, coordination of artwork and theme, originality of theme, overall unity/continuity

SPIRIT **-** (5 Divisions depending on annual participation: MS-Small • MS-Large • HS-Small • HS-Medium • HS-Large)

- The Spirit Competition will be held at General and Assembly II on Saturday for 15 minutes.
- There will be no parading or running around during the Spirit Competition.
- **NO CONFETTI, MUSICAL INSTRUMENTS, OR NOISEMAKERS ARE ALLOWED.**
- Spirit points will be deducted for any inappropriate behavior, disruptive noise extending beyond the 15-minute contest, and debris left behind.

The judging criteria for the Spirit Competition are the following:

Judging Criteria	**Points**
School Unity	25
Participation	25
Adherence to Convention Theme	25
Creativity	25
Total	**100**

TEAM SPORTS (Olympika 2) (2 Divisions for each sport: MS and HS) **-** Team sports are Chapter competitions, and points will be given to the Chapter, not to team members. **N.B. CAJCL no longer requires at least 1 member of the team be of the opposite sex.**

BASKETBALL

- Each school may enter only **ONE** team per division.
- A maximum of 5 people per team must be on the court at all times.
- Games will be divided into two 7-minute halves, during which Teams will switch sides. In case of a tie, there will be 2-minute periods of overtime until there is a winner.
- All fouls and infractions will be strictly enforced.
- Rough and unnecessary physical contact will result in ejection from the game.
- Any rule not explicitly stated will follow **njcl.org/NJCL-convention/olympika-ludi-Rules**.

DODGEBALL *(Fugepilam)*

- Each school may enter only **ONE** team per division..
- There will be eight players per team.
- Hits are fair if the ball makes contact with a player below the neck.
- If a player catches a ball thrown at him, the player who threw the ball is out and an outed player from the catching player's team may reenter the game.
- Hits count only if the ball has not made contact with anything before the hit.
- The judge's decisions will be final. Any arguing with the judge will result in disqualification.
- This will be a single elimination tournament.

ULTIMATE FRISBEE

- Each school may enter only **ONE** team per division.
- A maximum of 7 people will play on a team at one time.
- No physical contact is allowed between players.
- Each game will be approximately 15 minutes.
- If a player on the opposing team intercepts or touches the frisbee, it is considered a turnover, and that team gets the frisbee.

VOLLEYBALL

- Each school may enter only **ONE** team per division.
- Six players must be on the court at all times.
- Each game will be played to 10 points or until 15 minutes have passed, whichever comes first.
- Substitutions may be made at a side out from left front.
- No touching or going under the net.
- Both underhand and overhand serving will be permitted.
- Rally scoring will be used.
- Any rule not explicitly stated will follow **njcl.org/NJCL-convention/olympika-ludi-Rules**.

T-SHIRTS(Graphic Arts) (There are 2 Divisions: MS and HS)

Do not use any copyrighted characters or ideas unless you submit a copy of written permission from the holder of the copyright as detailed below. See the General Graphic Arts Rules p. 18ff for details.

T-shirts should be registered at Graphic Arts Registration. Be sure to read the general Graphic Arts rules on pages 18ff. It is not necessary to fill out the 3x5 index card (unless there is something you want the judges to know) or the registration form.

T-shirts must contain the name of the school, the year of entry and pertain to the convention theme.

The judging criteria for the Spirit Competition are the following:

Judging Criteria	Points
Creativity	50
Adherence to Convention Theme	30
Overall Effect	20
Total	**100**

AWARDS

The following is an overview of the awards that will be given at the Convention. In addition, there is a list of point values for each place earned that will be used to determine the individual and overall school awards. We will award individuals with the highest point totals in the following categories: Academic, Artistic, Athletic, and Overall. **ONLY THE TOP THREE PLACES RECEIVE POINTS TOWARD OVERALL AWARDS.**

ACADEMIC AWARDS

Place	Points
1st Place	50 Points
2nd Place	40 Points
3rd Place	30 Points

Academic Tests: 7 Divisions: MS-1 • MS-2 • MS-3 • HS-1 • HS-2 • HS-3 • HS-Advanced

Certamen: 7 Divisions: MS-1 • MS-2 • MS-3 • HS-1 • HS-2 • HS-3 • HS-Advanced

Dramatic Interpretation: 4 Divisions: MS-1-2, HS-1 • MS-3, HS-2 • HS-Advanced Prose • HS Advanced Poetry.

English Oratory: 3 Divisions: MS • HS (Grades 9-10) • HS (Grades 11-12)

Latin Oratory: 3 Divisions: MS-1-2 , HS-1• MS-3, HS-2 • HS-Advanced

Sight Latin Reading: 7 Divisions: MS-1 • MS-2 • MS-3 • HS-1 • HS-2 • HS-Advanced Prose • HS-Advanced Poetry

ART AWARDS

Place	Points
1st Place	35 Points
2nd Place	25 Points
3rd Place	20 Point

Creative Arts: 3 Divisions: MS • HS 9-10 • HS 11-12.
7 Categories: Essay • Modern Myth • Poetry • Slogan (English) • Slogan (Latin) • Costume Individuals • Costume Pairs.

Graphic Arts (Sketching and Painting): 2 Divisions: MS and HS
8 Categories: Acrylic/Oil • Chalk/Pastel • Charcoal • Black and Colored Ink • Mixed Media • Pencil (Black) • Pencil (Colored) • Watercolor.

Graphic Arts (Handicrafts and Other): 2 Divisions: MS and HS
16 Categories: Board Games • Cartoons • Charts (Drawn OR Constructed) • Digital Art/Poster • Greeting Cards • Illustrated Quotes • Impromptu Art • Jewelry • Large Models • Maps (Drawn OR Constructed) • Mosaics • Photography (Computer-Enhanced) • Photography (Traditional) • Pottery/Sculpture • Small Models • Textile Arts.

OLYMPIKA AWARDS
2 Divisions: MS and HS: Subdivision: Boys and Girls

Place	Points
1st Place	25 Points
2nd Place	20 Points
3rd Place	15 Points

Chess: (no subdivisions)
Tennis:
Track and Field: 100 Meters • 200 meters • 400 Meters • 800 Meters •1600 Meters • Long Jump
Swimming: 50 Meters Back • 50 Meters Breast • 50 Meters Butterfly • 50 Meters Freestyle • 200 Meters IM

CHAPTER CONTEST AWARDS

Awards will be given to the top three places per division (MS and HS) for all contests, except Certamen, which has 7 divisions, and Spirit, which will have more divisions determined by the host school and the State Chair.

For **Banner, Certamen, Publicity, Scrapbook, Spirit** and **T-Shirt**:

Place	Points
1st Place	100 Points
2nd Place	75 Points
3rd Place	50 Points

The guideline is 5 divisions for **Spirit**: MS-Small • MS-Large • HS-Small • HS-MediumHS • -Large, but this changes depending on the schools in attendance.

Place	Points
1st Place	100 Points
2nd Place	75 Points
3rd Place	50 Points

For **Basketball, Catapult, Chariot, Dodgeball (*Fugepilam*), Volleyball, and Ultimate Frisbee (Olympika 2)**:

Place	Points
1st Place	50 Points
2nd Place	40 Points
3rd Place	30 Points

INDIVIDUAL AND OVERALL SCHOOL AWARDS

Individual: 7 Divisions: MS-1 • MS-2 • MS-3 • HS-1 • HS-2 • HS-3 • HS-Advanced and 4 categories: Academics • Arts • Athletics • Combined (Academic, Arts, and Athletics). The individual with the highest point total for a category will receive the individual award for that Latin level.

High Score on Academic Test: The individual with the highest score across all divisions on each of the 15 Academic Tests will receive the High Score award for that test: Classical Art, Daily Life, Derivatives, Geography, Grammar I, Grammar II, Grammar Adv, Mottoes, Mythology, Pentathlon, Reading Comprehension 1, Reading Comprehension 2, Reading Comprehension Adv, Roman History, Vocabulary

Overall School: Usually 5 Divisions: MS-Small • MS-Large • HS-Small • HS-Medium • HS Large. This also changes depending on the schools in attendance. The top three Chapters in each division receive awards, but other places may be awarded as well.

Overall MS awards will be based on total points awarded in individual and Chapter contests or events at MS-1 • MS-2 • MS-3 levels or divisions.

Overall HS awards will be based on total points awarded in individual and Chapter contests or events at HS-1 • HS-2 • HS-3 • HS -Advanced levels or divisions.

N.B. A Chapter composed of both MS and HS students could potentially win one of the overall MS awards and one of the overall HS awards.

N.B. For Overall School Awards, only Chapter points for certamen are counted, not Individual, to account for different team sizes.