



BETA

*On my
mind*

NATIONAL SENIOR HANDBOOK

SAVANNAH, GEORGIA

Savannah International Trade and Convention Center

JUNE 17 - 20, 2018

REGISTRATION DEADLINE: May 1, 2018



NATIONAL SENIOR

BETA CLUB

CONVENTION

The mission of the National Beta Club Convention Program is to allow students opportunities to showcase their academic achievement, artistic creativity, critical thinking skills, collaborative team work, and increase student leadership. Beta convention challenges all participants to achieve more, serve more, lead more thus succeeding beyond all expectations! This convention handbook is a guide for competition and registration information. Join us at your state convention to experience the energy and all that Beta has to offer.

NATIONAL EXHIBITIONS 2018



MEETING OF THE MINDS



REIMAGINE•RECREATE•RECYCLE



SITE-UP



CONVENTION INVENTION

SHOWCASE BETA MEMBER'S COOPERATIVE TEAMWORK, CREATIVITY, AND KNOWLEDGE IN S.T.E.M. (SCIENCE, TECHNOLOGY, ENGINEERING, AND MATHEMATIC) AREAS. YOU MAY ENTER A TEAM IN EACH OF THE EXHIBITIONS. SINCE THESE EXHIBITIONS ARE NOT STATE COMPETITIONS, ALL CLUBS ARE ELIGIBLE TO PARTICIPATE. ENTER THESE COMPETITIONS ONLINE DURING THE REGISTRATION PROCESS. SPACE IS LIMITED SO REGISTER EARLY TO GUARANTEE YOUR ENTRY. THE DEADLINE FOR REGISTRATION IS MAY 1, 2018.



REIMAGINE*RECREATE*RECYCLE

Teams of 3 to 5 students will create a form of transportation using recyclable materials to be showcased during the expo. Teams will be given an onsite challenge during the expo

Time Limit: 2 hours



COMPETITION GUIDELINES

1. Teams of 3 to 5 students will create a form of transportation using recyclable materials to be showcased during the expo. Designs should display creative innovation, originality, and quality craftsmanship.
2. The design can be constructed upon arrival to the expo. Each team will be given time to finish the design onsite as well as complete an onsite challenge to add to their design.
3. Materials used in the design must consist of recycled/waste items.
4. Electrical outlets will not be available.
5. Although this is not a National Competition, recognition will be given to the top exhibitors.
6. An onsite challenge will be given during the competition. Each team must incorporate the challenge into their design for the final showcase.

TEAMS MUST PROVIDE:

- All recycled materials and any necessary tools/adhesives for design.

** EACH CLUB MAY REGISTER ONE TEAM FOR THIS EXHIBITION. DUE TO THE LIMITATION OF SPACE, PLEASE REGISTER EARLY IN ORDER TO RESERVE YOUR TEAMS ELIGIBILITY.*

JUDGING CRITERIA

Creativity

20 pts.

Design Concepts

20 pts.

Originality

20 pts.

Craftsmanship

20 pts.

Presentation

20 pts.



Educational Connections

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



MEETING OF THE MINDS

Teams of 4 students will be given a problem that requires brain calisthenics to develop a reasonable plan and conclusion. Teams must provide a laptop computer or tablet. Electrical outlets will not be available.

Time Limit: 1 hour



COMPETITION GUIDELINES

1. Each team will consist of 4 students.
2. Teams will be required to collaboratively engage in higher level cognitive abilities such as abstract reasoning, problem solving and memory skills.
3. Rules for the activity will be explained onsite.
4. Students will need to provide a #2 pencil.
5. Although this is not a National Competition, recognition will be given to the top exhibitors.
6. Teams must provide a laptop computer or tablet.
7. Electrical outlets will not be available.

** EACH CLUB MAY REGISTER ONE TEAM FOR THIS EXHIBITION. DUE TO THE LIMITATION OF SPACE, PLEASE REGISTER EARLY IN ORDER TO RESERVE YOUR TEAMS ELIGIBILITY.*



Educational Connections

- * Critically Thinking/Problem Solving
- * Logical Reasoning
- * Creativity and Innovation
- * Communication and Collaboration



SITE UP

Teams of 2 to 4 students will create a high-quality, well-designed, original website given a particular scenario.

Time Limit: 2 hours

COMPETITION GUIDELINES

1. Teams of 2 to 4 students will develop and produce a website.
2. The prompt will be given at the beginning of the convention and each team will sign up for a time to present the final website.
3. Students will be given a scenario and components for the website onsite ie. photos, logos, text, and any other resources.
4. Teams must provide their own computer.
5. The use of any template, generating wizard, content management system, pre made designs, built-in template, or any other template type is not allowed.
6. Teams will not be allowed to use the internet during the exhibition's presentation.
7. Although this is not a National Competition, recognition will be given to the top exhibitors.

TEAMS MUST PROVIDE:

- Laptop computer (please make sure computer is charged. Electrical outlets will not be available.)
- The following software is recommended:

Photo editing such as Photoshop, Gimp, or Microsoft Paint

HTML editor such as Notepad +, Apanta, or Dreamweaver

*** EACH CLUB MAY REGISTER ONE TEAM FOR THIS EXHIBITION. DUE TO THE LIMITATION OF SPACE, PLEASE REGISTER EARLY IN ORDER TO RESERVE YOUR TEAMS ELIGIBILITY.**

JUDGING CRITERIA

Website Usability
30 pts

Design
30 pts

Technical Competency
30 pts

Presentation Skills
10 pts



Educational Connections

- * Knowledge of Web Design
- * Creativity and Innovation
- * Communication and Collaboration
- * Real World Application
- * Graphic Design and Marketing
- * Computer Programming



CONVENTION INVENTION

Teams of 2 to 4 students will present an original invention. The team will develop an invention and bring to the convention to share with others.

Time Limit: 2 hours



COMPETITION GUIDELINES

1. Teams of 2 to 4 students will invent and construct a design using any materials
2. Designs must be original creations created by students.
3. One invention per team.
4. Invention must not exceed 48 in. x 48in. x 48in.
5. No combustible materials may be used.
6. Electrical outlets will not be provided.
7. Liquids of any kind may not be used.
8. Inventions will be brought to the convention and presented at the time listed in the program.
9. Although this is not a National Competition, recognition will be given to the top exhibitors.



INVENTION MUST FIT INTO ONE OF THESE CATEGORIES:

1. Consumer Products – Products that increase quality of life in the workplace, at home, during leisure time, or while traveling.
2. Electronics & Sensors— Products that improve computing, communications, sensing, test, and other fields that rely on advances in electronic components, boards and systems; products that enable an interconnected world
3. Sustainable Technologies – Products that reduce dependence on non-renewable energy resources, as well as products designed for other purposes using environmentally friendly materials or manufacturing processes.

** EACH CLUB MAY REGISTER ONE TEAM FOR THIS EXHIBITION. DUE TO THE LIMITATION OF SPACE, PLEASE REGISTER EARLY IN ORDER TO RESERVE YOUR TEAM'S ELIGIBILITY.*

JUDGING CRITERIA

Detail and Design

20 pts.

Creativity/Solution

20 pts.

Originality

20 pts.

Teamwork

20 pts.

Overall Functionality
of Invention

20 pts.



Educational Connections

- * Creativity and Innovation
- * Communication and Collaboration
- * Critical Thinking and Problem Solving
- * Engineering and Design



HOW TO REGISTER

STEP ONE

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

STEP TWO

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

STEP THREE

- Click on the competitions that you want to register your students for.
- Many competitions require names to be added for verification purposes. Even though you are required to enter names for competitions, you will be able to make substitutions onsite.
- Click submit. Once you finalize registration you will not be able to change without calling 1-800-845-8281.

STEP FOUR

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

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

- Please include form and school check, money order, cashier's or certified check or school purchase order with signatures for the registration fee.
- All registration and form of payment must be faxed or postmarked by the deadline date.



FEES

A \$25.00 registration fee will be charged for all attendees at the national convention.

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

Registrations after the deadline date will be required to pay the late registration fee of \$30.00.

**Make sure your membership is updated two to three weeks prior to the deadline date of the convention.*

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.

OFFICIAL
CONVENTION
GEAR



FRONT



BACK

STATE PRIDE T-SHIRT \$10.00

PRE-SALE ONLY

\$5.00 **TRADING PIN**





Scholarship Ball

You're Invited

TO: 2018 NATIONAL BETA SCHOLARSHIP BALL

WHEN: JUNE 17, 2018 FROM 9:30-11PM

WHERE: HYATT HARBORSIDE BALLROOM

ATTIRE: SEMI-FORMAL DRESS IS REQUIRED

(MALES – MUST WEAR COLLARED SHIRT AND TIE)

(FEMALES – NO LOW CUT OR STRAPLESS DRESSES)

ALL PROCEEDS WILL GO TO THE NATIONAL BETA SCHOLARSHIP FUND

**PRE-REGISTRATION TICKETS IN ADVANCE ARE \$10.00
AND WILL BE INCLUDED IN ONLINE REGISTRATION PROCESS.
TICKETS WILL BE AVAILABLE AT THE DOOR FOR \$15.00.**

ZOMBIE 5K RUN/WALK

National Beta



Get ready Savannah for the most exciting fun-filled day of your life! Get your friends and family stretched out for this amazing event where you'll run for your life at the National Beta Zombie Run. Spots will fill up quickly, so sign-up today as we have a limited number available.

- Location:** Savannah International Trade & Convention Center
1 International Drive
Savannah, GA 31421
- Course:** 3.1 Mile Course Start/Finish in the Bryan Square area
- Date:** Tuesday, June 19, 2018
- Time:** 7:00am (First wave of the race will be for serious runners only)
- Registration:** Runners & Walkers may pre-register online during convention registration. Runner packets will be available at the convention registration desk the day before the run. Times for registration will be listed in the convention program. All registration fees are non-refundable.
- Entry Fee:** \$20.00 registration fee includes: Official Zombie Run T-Shirt, Trading Pin, & runner's bib
- Deadline:** May 1, 2018 (register online)
May 18, 2018 (email or fax signed permission forms)
All runners must have signed release form in order to participate. Runners under the age of 18 must have parental permission.





FAQ

Is the race difficult?

Not at all! The Zombie Run is the best way to be crazy with friends and family. Serious runners will have the opportunity to run at a different start time. Other runners will run in age categories.

What about weather?

The Zombie Beta Run event will take place rain or shine. In the unlikely event of severe weather, stay tuned to the National Beta Club Facebook page for updates. We'll take precautions as recommended by the National Weather Service, but only in extreme cases will the event be postponed or cancelled. Your safety is our number one priority--your fun is our close second.

Can I wear costumes?

Yes! We love zombie costumes. Life's too short to not be silly and have some fun.

Can I Walk the Zomble Run?

Walking is totally acceptable. You will be one of many who will be walking.

Are there age limits?

No way! Everyone is welcome to come have tons of fun at the Zombie Run! Age range must be specified during the registration process.

Will this be too scary for young runners?

No! Official zombies will only be located in one area of the course. Runners will have the option to bypass that area.

When is Check-in / Packet Pickup?

Check-in / Packet Pickup will be the day before the event to alleviate congestion on race day and give everyone a better event experience. Official times for registration will be listed in the program.

When do I turn in the signed permission forms?

Permission forms must be emailed or faxed by May 18th, 2018.

Still more questions? email convention@betaclub.org or call 1-800-845-8281



National Beta Zombie Run

National Senior Beta Zombie 5K Walk/Run

Location: Savannah International Trade & Convention Center (Bryan Square)

Date & Time: June 19th, 2018 Race starts at 7:00am

Registration Fee: \$20.00

Email forms to: zombierun@betaclub.org

or

Fax forms to: 1-864-542-9300

ATTENTION: I recognize and acknowledge that there are certain risks of physical injury to participants in the National Beta Zombie Race, and I voluntarily agree to assume the full risk of any and all injuries, damages or loss, regardless of severity, that my minor child/ward or I may sustain as a result of said participation. I further agree to waive and relinquish all claims I or my minor child/ward may have (or accrue to me or my child/ward) as a result of participating in these activities against the National Beta Club including its officials, agents, volunteers, sponsors, beneficiaries and employees. I do hereby fully release and forever discharge National Beta from any and all claims for injuries, illnesses, damages, expenses, or loss that my minor child/ward or I may have or which may accrue to me or my minor child/ward and arising out of, connected with, or in any way associated with the race, program or activities. I have read and fully understand the above important information, warning of risk, assumption of risk and waiver and release of all claims. When registering online, my online signature shall substitute for and have the same legal effect as an original form signature. PARTICIPATION WILL BE DENIED, if the signature of an adult participant or parent/guardian and date are not signed at the time and place of the race. National Beta is committed to conducting its race and activities in a safe manner and holds the safety of participants in high regard. National Beta continually strives to reduce such risks and insists that all participants follow safety rules and instructions that are designed to protect the participant's safety. I have read and fully understand the above important information, warning of risk, assumption of risk and waiver and release of all claims.

Name: _____ Birthdate: _____ Gender: _____

School: _____

Address: _____ City: _____ State: _____ Zip: _____

Phone: _____

Shirt Size Circle One: XS YM YL S M L XL XXL XXXL

Signature of participant _____ Date _____ Signature Parent/Guardian (if under 18) _____ Date _____



CANDIDATE

PRESIDENT
VICE- PRESIDENT
SECRETARY

10th or 11th
Grade Student

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



GENERAL RULES

The state officers elected in the school year prior to the National Convention will be extended an invitation to attend the National Convention and compete for the National Office that corresponds to their state office. Due to the opportunities afforded by the Beta Leadership Camp, attendance is required in order to run as a National Officer. However, national competition is not mandatory for state officers.

1. ELIGIBILITY: Each nominee must be a current state officer in good standing with his or her local club and the National Beta Club. Each candidate must comply with all rules and regulations. The candidate entry and nomination will be completed online by the sponsor.
2. If elected and later dropped from the local club or if the officer is not enrolled actively in school during the entire term, the officer forfeits the right to serve as a state official. The runner-up will automatically take office. It is imperative for the elected officer to notify the National Office immediately if he/she is unable to serve.
3. Submission of the state officer form is a pledge stating that he/she will attend all of the candidate's meetings and sessions of the Convention, including the Installation Ceremony, and will fulfill all of the duties of the office the following year. This means he/she is obligated to attend all meetings and sessions both years, when nominated and when serving as a national officer. Failure to fulfill this obligation will result in the candidate forfeiting his/her opportunity to run &/or serve for state office.
4. No nominations from the floor or "write-in" candidates will be permitted.
5. Any violations of the following rules may result in the candidate losing a percentage of votes based upon the rule infraction.
6. Candidates may not take part in any phase of the convention program except for campaigning, campaign speech, question/answer segment,
7. Sponsors are responsible for checking the appropriateness of campaigning on all levels.



CAMPAIGNING GUIDELINES

1. No handouts, balloons, food products, stickers, band, tape players, radio, any noise makers, or weapons are allowed. No chanting at anytime except during the one minute skit performance.
2. Betas from the candidate's state may wear campaign t-shirts at anytime during the convention.
3. Any member of the candidates state may participate in the campaign skit. No adults onstage during the skit performance.
4. Placards may not be used at any time except in skit.
5. Costumes may be worn during the campaign session only. Costumes will not be allowed at any other time.
6. Candidate's slogan, movie references or the song, as performed, must not refer to alcohol, drugs, sex, race, or make use of inappropriate language.



DRESS CODE GUIDELINES

1. Candidates must wear business attire throughout the duration of the convention.
2. Young ladies must wear either dress pants with matching or coordinating jacket, dress with matching or coordinating jacket, or skirt with matching or coordinating jacket. Dress shoes are required.
3. The length of the jacket sleeve must be three-quarter or full length sleeve.
4. The length of the business suit skirt must be at the knee or longer, with a front, side or back slit no longer than 2" above the knee.
5. The pants must be to the top of the shoes. Crop pants must not be worn.
6. No low cut or tight fitting, strapless or spaghetti strap tops will be allowed.
7. Young men must wear a suit or jacket with dress slacks, a tie, collared dress shirt and dress shoes.



CANDIDATE SPEECH

Time Limit: 2 minutes

1. The candidate will deliver a speech no longer than two minutes. The candidate must stay onstage during speech, skit, and question and answer segment portion of the campaigning process.
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, underclothing, race, or flirting (i.e., "See you at the dance," or "Here's my phone number,").
3. Deliverance of speech must not be suggestive in anyway. (No sexual connotations)
4. No singing, rapping, costuming, props, slides, videos, inappropriate gestures during the speech or question/answer segment.



CANDIDATE SKIT

Time Limit: 1 minute

1. Skit participants must stop when the one minute whistle is blown. The candidate will not take part in the promotional skit.
2. The dress for participants in the skit must be appropriate. No strapless, low-cut or spaghetti strap tops, no midriffs showing, no skin tight clothing, no short shorts, and no sagging pants. Shorts must be worn under very short skirts.
3. No balloons, hay, confetti, or fire in the skits. Nothing may be thrown from the stage into the audience.
4. The candidate and skit participants must remain on the stage during the skit.
5. Skits must not have reference to or use alcohol, drugs, tobacco, guns, sex, bathroom humor, violence, underclothing, race, etc. The candidate's slogan, movie references or the chosen song, as performed, must not refer to alcohol, drugs, sex, race or make use of inappropriate language.
6. No inappropriate dance moves or gestures. Removal of clothing will not be allowed while on stage.
7. Black lights are discouraged due to the inability to turn off lights at the convention sites.
8. Weapons of any kind are not allowed.



QUESTION/ANSWER SEGMENT

Time Limit: 30 seconds

1. All Candidates will draw a question from a pool of questions.
2. Candidates will not view the pool of questions prior to the question/answer session.
3. Timing starts after the question has been read.
4. Candidate must stop when the whistle is blown.



TRIFOLD BOARD GUIDELINES

1. Candidates will meet and greet at trifold board during designated time.
2. The purpose of the trifold board is to serve as a designated meet and greet campaigning area.
3. The trifold board is a standard science project board. A standard header board may be used.
4. Elements may extend from the board as long as the board stands freely without additional braces.
5. The trifold board will be displayed for viewing at a designated time and place.



VOTING PROCEDURES

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

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

75% of votes per rule infraction :

Sexual gestures or connotations, inappropriate dance gestures, reference to alcohol, drugs, tobacco, gambling, bathroom humor, and underclothing or race.

Use of and/or portrayal of weapons.

Use of inappropriate songs, R-rated movies, etc. The candidate's slogan, movie reference or the original version of the chosen song, as performed, 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 and the State Sponsor will rule on any loss of vote total of a candidate.



HOW TO ENTER

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

Agriculture
Language Arts
Math
Science
Social Studies
Spanish

ACADEMICS

This competition is designed to offer students the opportunity to test his/her academic skills and to reinforce educational standards. Each of the listed academic subjects will be a one hour, multiple choice test. There are two divisions for each test - Division I are grades 9th and 10th and Division II are grades 11th and 12th. A club may enter one student in both Division I and Division II in each of the academic categories.

TIME LIMIT: 1 HOUR



COMPETITION GUIDELINES

1. Participants must provide a #2 pencil for testing.
2. No consultation will be allowed during the test hour.
3. Completion time of all tests will be recorded. In case of a tie, the participant who finished first will be declared the winner.
4. Competitors will be asked to turn off all electronic devices during the competition.
5. No resources are allowed except for calculators in the math and science tests. Calculators not allowed are TI-Nspire CAS, TI 89, TI 92, HP Prime, HP48GII and all HP models 40G, 49G or 50G.



EDUCATIONAL CONNECTIONS

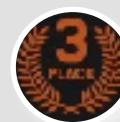
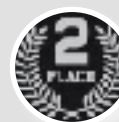
AGRICULTURE	LANGUAGE ARTS	MATH	SCIENCE	SOCIAL STUDIES	SPANISH
<ul style="list-style-type: none"> * Animal Science * Plant Science * Soil Science * Agri-Business 	<ul style="list-style-type: none"> * Spelling Standards * Grammar * Literary Elements * Vocabulary * ELA Core Content * Reading Comprehension 	<ul style="list-style-type: none"> * Grade 9-12 Standards * Critical Thinking * Math Vocabulary * Algebra/Geometry/Computation/Problem Solving/Measurement 	<ul style="list-style-type: none"> * Grade 9-12 Standards * Critical Thinking * Science Vocabulary * Earth Science/Biology/Oceanography/Chemistry 	<ul style="list-style-type: none"> * Grade 9-12 Standards * Critical Thinking * Geography/ Government/ US History/ World History * Social Studies Vocabulary 	<ul style="list-style-type: none"> * Spanish Expressions * Grammar * Spanish Core Content * Spanish I-IV



HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the student that will participate in each category.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY



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



ADVERTISING DESIGN

The Advertising Design competition will allow 2 to 4 students to demonstrate creativity and attention to detail as they create a visual message. Teams may use lettering, create logos and/or symbols in the design. Prompts will be given at the beginning of the competition. Teams will write a brief explanation to communicate their elements of design and Beta concepts.



COMPETITION GUIDELINES

1. Teams of 2 to 4 students will create a visual design around a prompt that will be presented at the time of competition.
2. Each team will provide pencils, erasers, scratch paper, scissors, ruler, colored pencils, and markers for their own use.
3. Each team will provide one to three sheets of blank white poster board (14"x22") for design.
4. The design and written explanation must be completed within the one hour time limit.
5. Use of any electronic devices will not be permitted during the competition.



EDUCATIONAL CONNECTIONS

- Visual Art Standards
- Information/ Media Literacy
- Communication and Collaboration
- Critical Thinking and Problem Solving



JUDGING CRITERIA

- Teams will be monitored during the creation of the advertising design to evaluate collaboration and communication
- Teams will complete a form during the competition about the visual design and collaboration of ideas
- During the hour of creation, judges may ask questions to each group about the below criteria

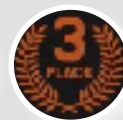
Ad Design	5	4	3	2	1
Interpretation & Illustration of Design Prompt	The visual design interprets and illustrates the prompt exceptionally well. Presentation is relevant to prompt. The message is very clear and very concise.	The visual design adequately interprets and illustrates the prompt. The presentation is mostly relevant to the prompt. The message is clear and concise.	The visual design displays an average interpretation and illustration of the prompt. Presentation is somewhat relevant to the prompt. The message is fairly clear.	The visual design displays minimal interpretation and illustration of the prompt. Presentation is minimally relevant to the prompt. The message is unorganized and difficult to understand.	The visual design does not interpret and illustrate the prompt. The presentation is not relevant to the prompt. The message is not clear, nor concise.
Originality & Creativity	Design of poster reflects an exceptional degree of team creativity and originality.	Design of poster reflects a good degree of team creativity and originality.	Design of poster reflects a fair degree of team creativity and originality.	Design of poster reflects a limited degree of team creativity and originality.	Design of poster reflects a poor degree of team creativity and originality.
Craftmanship	Great use of colors, shapes, and spacing. Exceptionally appealing design. There is high quality put into craftsmanship.	Good use of colors, shapes, and spacing. An adequately appealing design. There is evidence of acceptable craftsmanship.	Fair use of colors, shapes, and spacing. A design with an average appeal. There is evidence of developed craftsmanship.	Minimal use of colors, shapes, and spacing. Somewhat appealing design. There is limited evidence of craftsmanship.	Poor use of colors, shapes, and spacing. Not appealing. There is poor craftsmanship.
Overall Visual Quality	Design creates an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship. Team's explanation of elements of design and marketing of prompt is exceptional.	Design creates a good visual display. The work done is with good effort and there is evidence of adequate workmanship. Team's explanation of elements of design and marketing of prompt is adequate.	Design creates an average visual display. The work done is with fair effort and there is evidence of average workmanship. Team's explanation of elements of design and marketing of prompt is developed.	Design creates a limited visual display. The work done is with little effort and minimal evidence of workmanship. Team's explanation of elements of design and marketing of prompt is moderate.	Design does not create an appropriate visual display. The work lacks effort and poor workmanship. Team's explanation of elements of design and marketing of prompt is poor.
Overall Appeal	Advertising design creates an exceptional overall appeal. Team's explanation of elements of design and collaboration is exceptional.	Advertising design creates an adequate overall appeal. Team's explanation of elements of design and collaboration is adequate.	Advertising design creates an average overall appeal. Team's explanation of elements of design and collaboration is developed.	Advertising design creates a limited overall appeal. Team's explanation of elements of design and collaboration is moderate.	Advertising design does not create an appropriate overall appeal. Team's explanation of elements of design and collaboration is poor.
Teamwork and Collaboration	Onsite collaboration is outstanding. Team works cohesively to express ideas from each student in the final design.	Onsite collaboration is adequate. Most of the team works cohesively to express ideas from each student in the final design.	Onsite collaboration is average. Most of the team works together to express ideas in the final design.	Onsite collaboration is minimal. Team does not work cohesively to express ideas in the final design.	Onsite collaboration is not evident. Team does not work cohesively to express ideas in the final design.



HOW TO ENTER

- Visit www.betalub.org/events/conventions and follow directions.
- Bring materials to the competition.

NATIONAL ELIGIBILITY





The Banner competition allows each club to submit one free flowing banner that depict the 2017-2018 theme: Beta on my Mind. One student will bring finished banners and stand at a designated time listed in the program to be judged by a panel of judges and will be briefly interviewed by the judges. This competition is designed to encourage creativity and innovation, interpretation of theme, and artistic craftsmanship.



COMPETITION GUIDELINES

1. This is a club entry. One student must present the banner at a designated time listed in the program. They must remain with the banner during the judging process to be interviewed by a panel of judges to discuss design, collaboration, process, and craftsmanship. The banner must remain on display until the time of pick up listed in the program.
2. The banner must reflect the theme: Beta on my Mind.
3. The banner is to measure 24" W x 36" L. These measurements are to include any type of border or fringe. (1/2" more or less will be allowed for shrinkage or stretching.)
4. The banner must be free flowing as a flag and two dimensional in design. A two dimensional banner has the design and lettering lying flat against the banner material. The depth of the design, lettering, etc. on the material must not exceed 1/4 of an inch. Anything else will have points deducted.
5. Each club must complete the Banner Form and attach to the back of the banner.
6. Each club must provide an approximate five foot (5') standard for the banner's display. The standard is not judged

* Suggestions for hanging banner - A 24" piece of wood may be attached across the top of the five foot stand to form the "T". The banner may be attached to the piece of wood by using Velcro. A dowel rod may also be used by feeding it through the top hem of the banner and attaching it to the top of the five foot stand.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- One student must present the banner at a designated time in the program
- The student from each club entry will be interviewed briefly by a panel of judges to discuss the criteria below

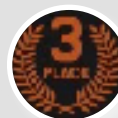
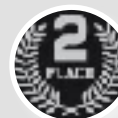
BANNER	5	4	3	2	1
Interpretation and Illustration of the Theme	The banner interprets and illustrates the theme exceptionally well. Presentation is relevant to theme. The message is very clear and very concise.	The banner adequately interprets and illustrates the theme. The presentation is mostly relevant to the theme. The message is clear and concise.	The banner displays an average interpretation and illustration of the theme. Presentation is adequately relevant to the theme. The message is fairly clear.	The banner displays minimal interpretation and illustration of the theme. Presentation is minimally relevant to the theme. The message is difficult to understand.	The banner does not interpret and illustrate the theme. The presentation is not relevant to the theme. The message is not clear, nor concise
Craftmanship (Workmanship put into creating the banner)	Materials and artwork creates an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship.	Materials and artwork used create a good visual display. The work done is with good effort and there is evidence of adequate workmanship.	Materials and artwork creates an average visual display. The work done is with fair effort and there is evidence of average workmanship.	Materials and artwork creates a limited visual display. The work done is with little effort and minimal evidence of workmanship.	Materials and artwork does not create an appropriate visual display. The work lacks effort and poor workmanship.
Originality, Color, Contrast, & Creativity	Design of banner reflects an exceptional degree of student creativity. Eyecatching; great use of colors, textures, shapes, and spacing. Exceptionally appealing design.	Design of banner reflects a good degree of student creativity. Good use of colors, textures, shapes, and spacing. An adequately appealing design.	Design of banner reflects a fair degree of student creativity. Fair use of colors, textures, shapes, and spacing. A design with an average appeal.	Design of banner reflects a limited degree of student creativity. Minimal use of colors, textures, shapes, and spacing. Somewhat appealing design.	Design of banner reflects a poor degree of student creativity. Poor use of colors, textures, shapes, and spacing. Not appealing.
Overall Appeal	Banner creates an exceptional overall appeal. Team's explanation of elements of design and collaboration is exceptional.	Banner creates an adequate overall appeal. Team's explanation of elements of design and collaboration is adequate.	Banner creates an average overall appeal. Team's explanation of elements of design and collaboration is developed.	Banner creates a limited overall appeal. Team's explanation of elements of design and collaboration is moderate.	Banner does not create an appropriate overall appeal. Team's explanation of elements of design and collaboration is poor.
DEDUCTION	-5				
Size	Banner does not adhere to size guidelines				
Depth of design	Banner is not 2-dimensional.				
Standard	Banner is not presented on a standard.				



HOW TO ENTER

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

NATIONAL ELIGIBILITY





BANNER FORM

PRINT AND ATTACH TO THE BACK
OF THE BANNER

SCHOOL: _____ CLUB ID NUMBER: _____

How does the banner communicate the theme: Beta on my Mind?

Describe how your club collaborated to create the design:

Describe any creative choices in creating your final product:



BETA BUILD

This team competition demonstrates creative ability, collaboration and attention to detail to construct an invention in the spirit of Rube Goldberg. Teams use items from a specified list. Teams will be given an invention prompt at the beginning of the competition and 2 hours to construct their invention. The invention must have at least 5 steps. A step is defined as a power - whatever force causes the next reaction to take place. Teams will write an explanation to communicate the elements of the invention and creative concepts. Teams will be required to interact with judges and respond to questions during the competition.

TIME LIMIT: 2 hours



COMPETITION GUIDELINES

1. Each school may enter one team of 3-5 students.
2. Teams will be given 2 hours to construct their invention and have it ready to run for the judges (evaluators).
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 materials tub. No part of the invention may be off of the board. The invention may be 4 feet high or less.
4. The team must use items from the specified list of materials. Materials must fit into a 64 quart plastic storage tub with lid.
Tools do not have to fit in the tub.
5. Safety glasses are required and must be furnished by the competing teams.
6. All construction must be done on-site. At check in, the team must show that no steps have been preassembled before arriving at the competition. Each construction piece is to be separate. There will not be any electricity available. Any tools must be battery operated.
7. Objects may be attached to the board and/or to each other during the competition using a glue/adhesives, thumb tacks, nails, screws, wire, string, or any type of tape.
8. The team gets one free touch to activate their invention. Deductions will be given for the number of times assistance is required to activate the invention after the allowed initial activation touch.
9. Judges will be able to question team members during the entire build about collaboration, innovation, and creative choices.
10. Judges will score the build based on the competition of the process, complexity of steps, creativity, critical thinking and communication.



APPROVED MATERIAL LIST

The following five items must be included in the team tub of approved materials: letter size envelop, large paper clip, solo cup, battery operated alarm clock, and large marshmallow. The team must use items from the specified list of materials below. Materials must fit into a 64 quart plastic storage tub with lid. Teams will be responsible for all materials needed for the build, including tools, and plywood board as well as the tub of materials from the allowable list. Safety glasses are required and must be furnished by the competing teams.

Empty thread spool
Tin Cans
Toothpicks
Toothbrushes
Paper clip
Sandwich bag
Wood scraps
Dowels
Tubing
Pulleys
Popsicle sticks
Plumbing parts
Mouse trap
Boxes
Matchbox car or similar vehicle
Newspaper
Greeting card
Playing cards
Battery operated tools
Hammer
Marbles
Aluminum Foil
CDs
PVC Pipes

Mini-blind slats
Paper plates
Wire
String
Tape
Nails
Screws
Adhesives
Balloons
Springs
Bells
Rubber bands
Paper fasteners
Paper towel roll
Toilet paper roll
Straws
Wheels
Tea strainer
Plastic tie wraps
Modeling clay
Tiles
Tinker Toys
Zip ties
Magnets

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



EDUCATIONAL CONNECTIONS

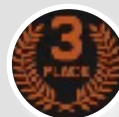
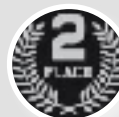
- Engineering and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Mechanical Engineering



HOW TO ENTER

- Visit www.betacub.org/events/conventions and follow directions.
- The entry must be completed and submitted by the deadline date.
- Bring 24" x 48" piece of plywood, tools, safety glasses, and box of materials to Convention

NATIONAL ELIGIBILITY





CHARACTER SKIT

The Character Skit Competition provides an opportunity to create a 3 to 5 minute skit that incorporates the ideals of character as well as the 2017-18 Beta Theme: Beta on my Mind. 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: 3 - 5 minutes (Skit) 2 minutes



COMPETITION GUIDELINES

1. The skit must be on the Beta ideals of character and this year's convention theme - Beta on my Mind.
2. The skit may be either drama or comedy.
3. Skits must not have reference to or use of alcohol, drugs, tobacco, guns, sex, bathroom humor, violence, underclothing, race, etc.
4. Only costuming and hand held props are allowed. You may utilize small, easily portable props for your scene/skit. No backdrops or large wall-sized props.
The focus should be on the actors/actresses and their interpretation of their skit.
5. The skit group shall consist of three or more students.
6. Deductions will be made for being less than 3 minutes or more than 5 minutes. At the end of the skit, judges will be given 2 minutes to ask questions of the team.



EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Performing Arts Standards
- Composition Writing and Journalism
- Communication and Collaboration
- Critical Thinking and Problem Solving



JUDGING CRITERIA

- At the end of the skit, students will be given 2 minutes to be interviewed by a panel of judges to discuss the process of creating the skit, collaboration, and creative choices. Students will be evaluated on the skit and questioning using the criteria below.

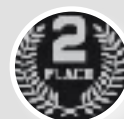
CHARACTER SKIT	20	15	10	5	1
CREATIVITY AND CONTENT	Skit displays exceptional creativity and reference to convention theme, well-developed emphasis of Beta Club ideals and optimal appropriateness	Skit displays adequate creativity and reference to convention theme, adequately developed emphasis of Beta Club ideals and adequate appropriateness	Skit displays average creativity and reference to convention theme, developed emphasis of Beta Club ideals and intermediate appropriateness	Skit displays minimal creativity and reference to convention theme, moderately developed emphasis of Beta Club ideals and minimal appropriateness	Skit is lacking creativity and reference to convention theme, displays an under-developed emphasis of Beta Club ideals and inappropriateness
EVIDENCE OF COORDINATION	Participants display precise ensemble coordination; evidence of collaboration and exceptional cooperation.	Participants display adequate ensemble coordination; acceptable evidence of collaboration and good cooperation.	Participants display average ensemble coordination; fair evidence of collaboration and average cooperation.	Participants display moderate ensemble coordination; minimal evidence of collaboration and moderate cooperation.	Participants lack ensemble coordination; limited evidence of collaboration and no cooperation.
ORIGINALITY	Skit script is obviously written or adapted by participants and displays exceptional originality.	Skit script is written or adapted by participants and displays acceptable originality.	Skit script is possibly written or adapted by participants and displays average originality.	Skit script is questionably written or adapted by participants and displays moderate originality.	Skit script is not written or adapted by participants and is lacking originality.
APPROPRIATE COSTUMES	Costumes fully support the skit's theme and content, while effectively enhancing the performance.	Costumes adequately support the skit's theme and content, while mostly enhancing the performance.	Costumes provide adequate support of the skit's theme and content, while fairly enhancing the performance.	Costumes provide minimal support of the skit's theme and content, while somewhat enhancing the performance.	Costumes do not support the skit's theme and content and do not enhance the performance.
CHARACTER	Participants extraordinarily maintain character throughout the entire duration of the time limit	Participants maintain character throughout most of the duration of the time limit	Participants maintain character throughout half of the duration of the time limit	Participants maintain character moderately throughout the duration of the time limit	Participants maintain character inadequately throughout the duration of the time limit
COLLABORATION	Collaboration is outstanding. All team members ideas are incorporated into the skit	Collaboration is adequate. Most of team members ideas are incorporated into the skit	Onsite collaboration is average. Several team members ideas are incorporated into the skit	Onsite collaboration is minimal. Only a few team members ideas are incorporated into the skit	Onsite collaboration is not evident. Team members ideas are not incorporated into the skit
DEDUCTION	-5				
Time	Skit is under 3 minutes or over 5 minutes				
Guidelines	Did not follow competition guidelines				



HOW TO ENTER

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

NATIONAL ELIGIBILITY





CREATIVE WRITING

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

TIME LIMIT: 90 MINUTES



COMPETITION GUIDELINES

1. Creative writing of 200-400 words in essay format.
2. Students must record their own word count.
3. Ninety (90)-minute time limit.
4. No pre-written materials allowed.
5. Each student may bring: dictionary and/or thesaurus.
6. Subject/Prompt will be assigned at the beginning of the competition.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- The Creative Writing selection will be evaluated by a panel of judges using the criteria below

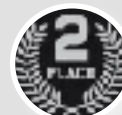
CREATIVE WRITING	5	4	3	2	1
PURPOSE AND FOCUS	The prompt is addressed with a clear, well-focused direction. Main ideas and supporting details are clear and well developed.	The prompt is addressed with an adequate focus. Main ideas are presented and supported by details that are developed.	The prompt is addressed with an average focus. Main ideas are presented and supported by average details.	The prompt is addressed with a minimal focus. Main ideas are unclear and supported by minimal details.	The prompt is not addressed. Main ideas are lacking and not supported by details.
ORGANIZATION AND DEVELOPMENT	The essay has a clear and effective organizational structure with a well-developed introduction, body and conclusion creating unity and coherence. Displays effective use of transitions and other literary elements.	The essay has an adequate organizational structure with an introduction, body and conclusion creating adequate unity and coherence. Displays adequate use of transitions and other literary elements	The essay has an average organizational structure with a fairly developed introduction, body and conclusion creating average unity and coherence. Displays average use of transitions and other literary elements.	The essay has minimal organizational structure with an under developed introduction, body and conclusion creating minimal unity and coherence. Displays minimal use of transitions and other literary elements.	The essay lacks an organizational structure or is missing an obvious introduction, body and conclusion. It lacks unity and coherence. Fails to display use of transitions and other literary elements.
STRUCTURE AND LANGUAGE	The author consistently uses vivid words and phrases, displays a command of figurative language. All sentences are exceptionally constructed and have varied structure and length.	The author frequently uses vivid words and phrases, displays an understanding of figurative language. Most sentences are well constructed and have varied structure and length.	The author occasionally uses some vivid words and phrases, displays an average understanding of figurative language. Sentences are similarly constructed and have minimal variety in structure and length.	The author has minimal use of vivid words and phrases, displays little understanding of figurative language. Sentences display minimal variety in construction and lack variety in structure and length.	The author uses a limited vocabulary with no understanding of figurative language. Sentences are awkward and lack variety in structure and length.
MECHANICS	The author makes no errors in grammar, mechanics, and/or spelling.	The author makes a few errors in grammar, mechanics, and/or spelling, but they do not interfere with understanding	The author makes several errors in grammar, mechanics, and/or spelling, but they do not interfere with understanding	The author makes frequent errors in grammar, mechanics, and/or spelling that minimally interfere with understanding.	The author makes numerous errors in grammar, mechanics, and/or spelling that interfere with understanding.
OVERALL EFFECTIVENESS	The essay was highly effective and maintained the reader's attention.	The essay was effective and maintained the reader's attention.	The essay was average and somewhat maintained the reader's attention.	The essay was minimally effective and somewhat maintained the reader's attention	The essay was not effective and failed to maintain the reader's attention
DEDUCTION	-5				
Length of Paper	Essay is less than 200 or over 400 words				
Guidelines	Did not follow required competition guidelines				



HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY



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



FRESH LOOK AT BETA

9TH GRADE TEAM COMPETITION

A Fresh Look at Beta is designed for a team of three to four 9th Grade students to demonstrate knowledge of the Beta organization and its principles of Service, Character, Leadership and Achievement. Teams will be given one hour to work collaboratively to answer multiple choice questions and use critical thinking and problem solving skills to give written solutions to scenarios.



COMPETITION GUIDELINES

1. A club may enter one team per club if eligible. The team is to consist of three to four 9th grade students.
2. The one hour written test will consist of multiple choice questions and a written response portion.
3. Team members are required to provide #2 pencils.
4. No outside materials will be allowed.
5. Competitors will be asked to turn off all electronic devices during the competition.



EDUCATIONAL CONNECTIONS

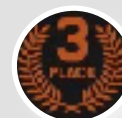
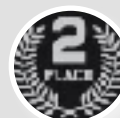
- Information/ Media Literacy
- Composition Writing and Journalism
- Written Communication
- Grammar
- Critical Thinking and Problem Solving



HOW TO ENTER

- Visit www.betacub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check **only** ninth grade students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY





LIVING LITERATURE

The Living Literature competition provides an opportunity for students to present their interpretation of a scene from a work of literature. Students should choose an actual 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 (no music or sound effects will be allowed). Essentially, students become "wax museum figures" of the characters.



COMPETITION GUIDELINES

1. Entire scene should be entirely free standing, not leaning on walls. No electricity will be provided.
2. A short description of the scene, book title, author, and school name must be incorporated within the dimensions of the scene. Keep in mind to make this information visible for viewing.
3. The dimension of a scene may not exceed 12 feet wide by 12 feet deep.
4. All attempts will be made to have a storage room for sets and props the night before the convention. Major construction is not to be done in the storage area. This will be a room for storage only.
5. Schools will be allowed to move their props into the room before the 30 minutes set up time, but not into their designated space.
6. Only 2 adults may assist Beta Members to set up the scenery. The adults must leave the room after set up.
7. Set up time will be limited to 30 minutes. Competitors must adhere to set up times or points will be deducted.
8. Students elevated off the floor (i.e., on a ladder, on top of a scene, etc.) must be secured to prevent falls.
9. Entrants must be set up and "ready to freeze" by the designated time to qualify for judging.
10. No live animals, fire, balloons, hay or music in the scene. Electrical outlet are not provided.
11. There will be a public viewing 30 minutes after the judging. The viewing will take place in four, 5-minute increments with a 3-minute break between each. After a 3-minute break participants must resume their original pose.
12. Entrants must clean their assigned scene area and remove all props immediately after the competition is over.

REMINDERS

- Participants are encouraged to bring bottled water for breaks because they will not be allowed to leave the room.
- Students are recommended not to lock their knees.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- Living Literature will be evaluated by a panel of judges using the criteria below

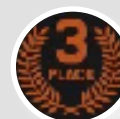
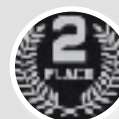
LIVING LIT	5	4	3	2	1
Choice of Selection Originality and Literary Merit	Literary Selection demonstrates originality in choice and denotes a high quality of writing attributed to works of Literature	Literary Selection demonstrates originality in choice and denotes an adequate quality attributed to works of Literature	Literary Selection demonstrates moderate originality in choice and denotes average quality attributed to works of Literature	Literary Selection demonstrates low levels of originality in choice and denotes moderate quality attributed to works of Literature	Literary Selection inadequately demonstrates originality in choice and denotes inadequate quality attributed to works of Literature
Choice of Authentic Single Scene from Literature	Literary Scene extraordinarily denotes an actual authentic scene chosen from literature	Literary Scene denotes an adequate quality of the authentic scene chosen from literature	Literary Scene denotes an average quality of the authentic scene chosen from literature	Literary Scene denotes moderate amounts of the authentic scene chosen from literature	Literary Scene inadequately denotes the authentic scene chosen from literature
Interpretation of Chosen Scene	Scene extraordinarily characterizes a stylistic representation of a work of literature	Scene characterizes an adequate level of a stylistic representation of a work of literature	Scene characterizes average levels of a stylistic representation of a work of literature	Scene characterizes moderate levels of a stylistic representation of a work of literature	Scene inadequately characterizes a stylistic representation of a work of literature
Craftsmanship of Scene	Scene construction consist of precision craftsmanship and attention to detail	Scene construction consist of adequate craftsmanship and attention to detail	Scene construction consist of average craftsmanship and attention to detail	Scene construction consist of moderate craftsmanship and attention to detail	Scene construction consist of inadequate craftsmanship and attention to detail
Attention to Detail of Costumes	Costumes display precision to detail characteristic of characters in the scene	Costumes display adequate detail characteristic of characters in the scene	Costumes display average detail characteristic of characters in the scene	Costumes display moderate detail characteristic of characters in the scene	Costumes display inadequate detail characteristic of characters in the scene
Expression and Attitude in Pose	Participant's extraordinarily demonstrate the Expression and Attitude in pose to that of the characters in the scene	Participant's demonstrate an adequate quality in the Expression and Attitude in pose to that of the characters in the scene	Participant's demonstrate an average quality in the Expression and Attitude in pose to that of the characters in the scene	Participant's demonstrate a moderate quality in the Expression and Attitude in pose to that of the characters in the scene	Participant's demonstrate an inadequate quality in the Expression and Attitude in pose to that of the characters in the scene
Ability to Maintain Character	Participants extraordinarily maintain character throughout the entire duration of the time limit	Participants maintain character throughout most of the duration of the time limit	Participants maintain character throughout half of the duration of the time limit	Participants maintain character moderately throughout the duration of the time limit	Participants maintain character inadequately throughout the duration of the time limit
Information Display	A description of the scene, book title, author, and school name are extraordinarily incorporated within the scene	A description of the scene, book title, author, and school name are adequately incorporated within the scene	A description of the scene, book title, author, and school name are acceptably incorporated within the scene	A description of the scene, book title, author, and school name are moderately incorporated within the scene	A description of the scene, book title, author, and school name are inadequately incorporated within the scene
DEDUCTION	-5				
Size	Exceeds 12 x12 limit				
Guidelines	Did not follow competition guidelines				



HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY





Acrylic Painting
Colored Pencil Drawing
Pencil Drawing

ONSITE ART

The Onsite Arts competitions provide students the opportunity to showcase their artistic talents and creative abilities during a time listed in the program. Students will bring their own materials and create drawings/paintings inspired by a still life provided at the beginning of the competition. This competition is designed to encourage creativity and innovation, reward outstanding craftsmanship, and reinforce the importance of fine arts in the 21st century.

TIME LIMIT: 2 hours



ACRYLIC PAINTING GUIDELINES

1. Art paper will be provided.
2. Each participant must provide one tube of acrylic red, yellow, blue, white and black paints.
3. Each participant must provide his/her own brushes. Brushes allowed will be one fan brush, one flat brush, one round brush and one fine outline brush.
4. Still life objects will be set up by coordinator or a designated person.
5. Paintings will be judged by a panel of judges.



COLORED PENCIL DRAWING GUIDELINES

1. Art paper will be provided.
2. Still life objects will be set up by coordinator or designated person.
3. Each participant must provide no more than a 12-color pencil set.
4. Drawings will be judged by a panel of judges.



PENCIL DRAWING GUIDELINES

1. Art paper will be provided.
2. Each participant must provide no more than ten drawing pencils.
3. Still life objects will be set up by coordinator or designated person.
4. Drawings will be judged by a panel of judges.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

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

Completeness of artwork

Proportion/relationship of elements

Perspective and Use of Space

Illusion of depth/ Value

Details of elements in still life

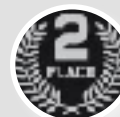
Texture/shading



HOW TO ENTER

- Visit www.betacub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY





POETRY

The Poetry competition provides an opportunity for a student to use creative details and poetic devices through written expression as he/she interprets the topic that will be given at the beginning of the competition. There are two divisions for Poetry - Division I are grades ninth and tenth and Division II are grades eleventh and twelfth. 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 pen/pencil.
4. Loose leaf paper will be supplied.
5. Word limit: 200 words.
6. Subject for the poem will be assigned at the beginning of the one hour competition.
7. Writing must be legible to be judged.
8. Student must record the poem's word count at the end of poem. Deductions will be made if there is no word count.
9. Use of electronic devices will not be permitted during competition.
10. The topic will be given at the beginning of the competition.



EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Information/ Media Literacy
- Composition Writing
- Vocabulary
- Poetic Devices
- Written Communication
- Critical Thinking and Problem Solving



JUDGING CRITERIA

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

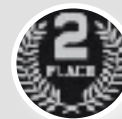
POETRY	5	4	3	2	1
PROMPT - PURPOSE AND FOCUS	The prompt is addressed with a clear, well focused direction.	The prompt is addressed with an adequate focus.	The prompt is addressed with an average focus.	The prompt is addressed with a minimal focus.	The prompt is not addressed.
CREATIVITY - Specific form is not required and construction techniques such as unconventional punctuation and unique structure are allowed.	Poet exhibits outstanding use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Poet exhibits a frequent use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Poet exhibits an average use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Poet exhibits a moderate use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).	Poetry exhibits a poor outstanding use of unique literary elements (i.e. allusion, symbolism, figurative language, jargon, phrasing, etc.).
INDIVIDUALITY	Poem is presented in an exceptional distinctive voice, obvious tone and clear point of view.	Poem is adequately presented in a distinctive voice, adequately obvious tone and acceptable point of view.	Poem is presented with an average use of voice, average tone and clear point of view.	Poem is presented in a minimally distinct voice, less obvious tone and minimally clear point of view.	Poem lacks the use of a distinct voice, is absent of tone and point of view is unclear.
OVERALL EFFECTIVENESS	The poem was highly effective and maintained the reader's attention.	The poem was effective and maintained the reader's attention.	The poem was average and somewhat maintained the reader's attention.	The poem was minimally effective and somewhat maintained the reader's attention	The poem was not effective and failed to maintain the reader's attention
DEDUCTION	-5				
Length of Paper	Poetry exceeds 200 words				



HOW TO ENTER

- Visit www.betacub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY



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



QUIZ BOWL

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



WRITTEN GUIDELINES

1. Each four member team will collaboratively take a written test with a time limit of thirty minutes.
2. Teams must provide a #2 pencil.
3. To break ties, the time the answer documents are turned in will be used.
4. Electronic devices are not permitted. Cell phones will be turned off during competitions.
5. The team should have a designated captain.



ORAL GUIDELINES

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



ORAL GUIDELINES

- Quiz Bowl is a question-and-answer game played between two teams of four players each.
- All rounds will be played in the following manner: One 15 minute half or 10 toss-up questions, whichever comes first; and a 15 minute half or 10 toss-up questions, whichever comes first. There will be an official time keeper.
- Only the coach and team members may enter the competition during the first and second rounds. Spectators may enter during the third and following rounds.
- Points are scored for correct answers to questions asked by the moderator.
- There are two types of questions: toss-ups, worth 10 pts. each, and bonuses, worth 20 pts.
- On toss-ups and bonuses, unless otherwise stated in the question, players may use abbreviated answers, such as last names only, nicknames, acronyms, chemical symbols, etc., as long as such answers still correctly indicate clear and precise knowledge of the information requested in the question.
- For toss-up questions, players will be given approximately 5 seconds from the time the moderator stops reading to signal, and then must answer as soon as recognized. The moderator will allow for a natural pause, but no stalling. For Math Calculations team members will have 15 seconds to respond.
- If a toss-up answer comes after time has been called, it does not count.
- If a player confers with a team mate on a toss-up question, the answer does not count. The question is turned over to the other team. The first player to signal and be recognized by the moderator answers the question.
- If a player answers without being recognized, the answer counts the same as a wrong answer. This rule is in effect to prevent players from answering because they "think" they signaled first. That is not the same as actually signaling first, and the right of the player who really has signaled must be protected.
- On a toss-up, the first response is the one that counts. Sometimes a player will attempt to give more than one piece of information in his/her answer. There are some instances when such a response is acceptable. The moderator (and judge) must distinguish whether the player has, in fact, pinpointed the answer or is just rattling off a list of facts on a given subject. This situation is particularly likely to occur on an interruption. The officials must be alert. This is a judgment call.
- If a player answers a toss-up correctly, his or her team scores 10 points and is given a chance at a bonus question. The team captain has 15 seconds to respond with an answer to the bonus after the bonus question has been read. Math Bonus questions will be given 20 seconds to respond.
- If the half or game ends while the moderator is reading a toss-up, he or 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 or 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.
- If a player believes he or she knows the answer to a toss-up question before it has been completed, he or she may interrupt the moderator by signaling. If the answer is correct, the team scores 10 points. If the answer is wrong, the entire question is repeated for the other team.
- If the moderator inadvertently gives an answer to a toss-up without giving either team a chance to respond, a new toss-up is read. However, if one team has given an incorrect answer without turning it over to the opposing team, then the next toss-up will be read for the opposing team only.



ORAL GUIDELINES

- If someone in the audience shouts out an answer, the moderator discards the question and goes to the next question in the stack, with all other rules as set forth in effect. The person who interrupts may be asked to leave the round.
- Team members may confer on bonus answers. All team members are encouraged to participate as much as possible. However, if there are conflicting answers, the moderator will ask the team captain for the team's official answer. The team captain can designate another team member to answer the bonus question.
- On all bonuses, anticipate some delay in response because of conferences. Allow the answers to come naturally, but remember, no stalling. The team has 15 seconds to respond to the bonus question.
- The toss-up and bonus questions will be completely read before time begins, unless a team member buzzes in prior to the end of the question.
- If a bonus answer comes after time has been called, it does not count.
- If the score is tied at the end of the regulation time, the tie is broken by a sudden-death play-off of toss-up questions. First correct answer scores 10 points and wins the game.
- PROTESTS: If a player or team wishes to protest either an accepted answer to a question or a game procedure, the protest must come during the game at the time of the occurrence from the team captain. A decision will be made at that point by the moderator and judge and it will be final. If a team has had two unsuccessful protests in one game, it may not make any further protests during the game.



EDUCATIONAL CONNECTIONS

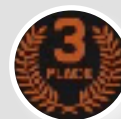
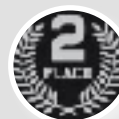
- General Knowledge of Grades 9-12 Core Standards
- Communication and Collaboration
- Critical Thinking and Problem Solving



HOW TO ENTER

- Visit www.betacub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY





ROBOTICS SHOWCASE

This robotics competition is a team event. Teams of 4-8 members will design, program, construct, and implement a robot that addresses the 2017-18 Robotics Challenge: Divide and Conquer. Teams will bring pre-constructed robots and props to showcase their interpretation of the challenge having incorporated skills in science, technology, engineering, and mathematics.

SET UP TIME: 15min JUDGING TIME: 30min SHOWCASE TIME: 30min



COMPETITION GUIDELINES

1. Teams may consist of 4-8 Beta members.
2. Teams will bring a pre-constructed robot from their choice of materials that can perform one or more of the functions that abide by the 2017-18 Robotics Challenge: Divide and Conquer. This open-ended theme allows for creation from various formats.
3. Team members must answer questions regarding details of how the robot was built and what equipment was used to build the robot. Sponsors must make sure that Beta students are the primary builders.
4. Each robot must comply with all restrictions, measurements, and other specifications listed below.
5. Teams will be given an area of 12'x12' to perform the challenge.
6. In order to showcase the functions of their robot, teams may bring additional props/materials in which to use in conjunction with their robots to effectively perform the challenge.
7. The school name, team name, robot name, and a short description of the robot's functions must be included in the performance area. Keep in mind to make this information visible for viewing.
8. Teams may wear coordinating outfits/costumes that represent their interpretation of the challenge.
9. Set-up time for robots and all props will be limited to 15 minutes. Two adults may assist the team during the set-up time. Adults must leave the room during the initial judging time.
10. Teams will be given two minutes to perform the challenge during the judging time.
11. Team members may only enter the 12'x12' performance area to reset prop/materials. Team members must not assist the robot in the competition of the performance functions.
12. Following the designated judging time, there will be a public showcase for convention attendees. Teams will continue to perform the challenge during this viewing time. Teams should prepare for questions and explanations of the robots' functions.
13. No electricity will be available in the designated performance space.
14. Due to different types of flooring at convention sites, teams are allowed to bring their own flooring material, but it must fit within the performance area.
15. Teams must clean their assigned space and remove robots and props immediately following competition.



ROBOT SPECIFICATIONS

1. The student built robot may be made of a variety of materials but must fit within a 24"x24"x24" cube. This means that the robot's measurements for height, width, and length must be less than or equal to 24".
2. All Robots are to be electrically powered only. No combustion engines allowed.
3. Liquids may not be used in any form of the challenge.
4. Rechargeable batteries of no more than 9.6V capacity are allowed and no more than two batteries per robot allowed. All power sources must be 100% contained in the robot body.
5. Robots must be singular in form. No secondary robots or self-propelled devices that detach themselves from the main robot will be allowed.
6. All robots with active moving parts that might be considered a weapon must have a Master Kill Switch that deactivates the moving parts immediately, or designed/programmed to cease operation when radio signal is lost or some sort of tether is cut. This is for the safety of the audience and the other competitors. Any robot that is designated by officials during check in to be of any danger due to the robot's design properties will not be allowed to compete.
7. Operable push outs or extensions are allowed; however, when contracted the robot must still comply with the 24" length, width, and height limits.



EDUCATIONAL CONNECTIONS

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

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



JUDGING CRITERIA

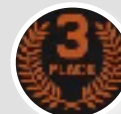
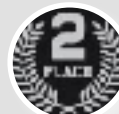
ROBOTICS	5	4	3	2	1
Innovation Creation of new, unique, or unexpected features, designs, programs, strategies or applications that are beneficial in performing the task. Creative solution in all aspects of the challenge.	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Mission Strategy Ability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



HOW TO ENTER

- Visit www.betalub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY





The Scrapbook competition allows each club to submit one scrapbook that showcases the school club experiences over the past year from convention to convention. A scrapbook is a collection of photographs, newspaper articles, correspondence, and memorabilia mounted in book form under an attached cover. This is a way to record each Beta Club's service, membership, and activities for the school year or from convention to convention. A form of narration identifying and giving information on each section should be present. The theme of the scrapbook should be carried out through the title, cover, design, art work, and narration. One student will bring the finished scrapbook at a designated time listed in the program to be briefly interviewed by the judges. This competition is designed to encourage club pride, creativity and innovation, interpretation of theme, and artistic design.



COMPETITION GUIDELINES

1. The scrapbook must cover only one year, state convention to state convention.
2. The material is to be enclosed in a hardback cover. The name of the school may be used on the cover if desired.
3. Only the scrapbook will be judged.
4. The first page of the scrapbook must contain the name of the school and city and state.
5. The scrapbook must contain a table of contents.
6. Scrapbook does not have to follow the Beta theme, but a visual theme of your choice is suggested.
7. The scrapbook must not exceed 24" by 24" by 12".
8. Scrapbooks will be on display for viewing and cannot be picked up until the designated time in the program.
9. Scrapbooks must depict a wide variety of content.



EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Information/ Media Literacy
- Composition Writing and Journalism



JUDGING CRITERIA

- One student must present the scrapbook at a designated time in the program
- One student from each club entry will be interviewed briefly by a panel of judges to discuss the below criteria

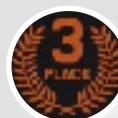
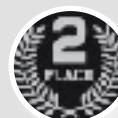
SCRAPBOOK	5	4	3	2	1
Visual Appeal	The scrapbook effectively communicates visual ideas, The visual message is very clear and very concise.	The scrapbook adequately communicates visual ideas. The visual message is clear and concise.	The scrapbook displays an average communication of visual ideas. The visual message is fairly clear.	The scrapbook displays minimal communication of visual ideas. The visual message is unorganized and difficult to understand.	The scrapbook does not communicate visual ideas. The visual message is not clear, nor concise
Theme of Choice	The theme of the scrapbook is exceptionally developed and evident in all aspects of the design.	The theme of the scrapbook is adequately developed and evident in most aspects of the design.	The theme of the scrapbook is fairly developed and evident in some aspects of the design.	The theme of the scrapbook is minimally developed and not evident in all aspects of the design.	The theme of the scrapbook is not developed and not evident in the design.
Craftsmanship and Organization	Materials and artwork creates an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship and organization.	Materials and artwork used create a good visual display. The work done is with good effort and there is evidence of adequate workmanship and organization.	Materials and artwork creates an average visual display. The work done is with fair effort and there is evidence of average workmanship and organization.	Materials and artwork creates a limited visual display. The work done is with little effort and minimal evidence of workmanship and organization.	Materials and artwork does not create an appropriate visual display. The work lacks effort and poor workmanship and organization.
Contents	Contents of scrapbook reflects an exceptional degree of variety that clearly shows multiple areas of individual and club activity.	Contents of scrapbook reflects a good degree of variety that shows multiple areas of individual and club activity.	Contents of scrapbook reflects a fair degree of variety that shows multiple areas of individual and club activity.	Contents of scrapbook reflects a limited degree of variety in individual and club activity	Contents of scrapbook reflects a poor degree of variety in individual and club activity..
Originality, Color, Contrast, & Creativity	Design of scrapbook reflects an exceptional degree of student creativity. Eyecatching; great use of colors, textures, shapes, and spacing. Exceptionally appealing design.	Design of scrapbook reflects a good degree of student creativity. Good use of colors, textures, shapes, and spacing. An adequately appealing design.	Design of scrapbook reflects a fair degree of student creativity. Fair use of colors, textures, shapes, and spacing. A design with an average appeal.	Design of scrapbook reflects a limited degree of student creativity. Minimal use of colors, textures, shapes, and spacing. Somewhat appealing design.	Design of scrapbook reflects a poor degree of student creativity. Poor use of colors, textures, shapes, and spacing. Not appealing.
Overall Appeal	Scrapbook creates an exceptional overall appeal. Team's explanation of elements of design and collaboration is exceptional.	Scrapbook creates an adequate overall appeal. Team's explanation of elements of design and collaboration is adequate.	Scrapbook creates an average overall appeal. Team's explanation of elements of design and collaboration is developed.	Scrapbook creates a limited overall appeal. Team's explanation of elements of design and collaboration is moderate.	Scrapbook does not create an appropriate overall appeal. Team's explanation of elements of design and collaboration is poor.
DEDUCTION	-5				
Size	Scrapbook does not adhere to size guidelines				



HOW TO ENTER

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

NATIONAL ELIGIBILITY





SCRAPBOOK FORM

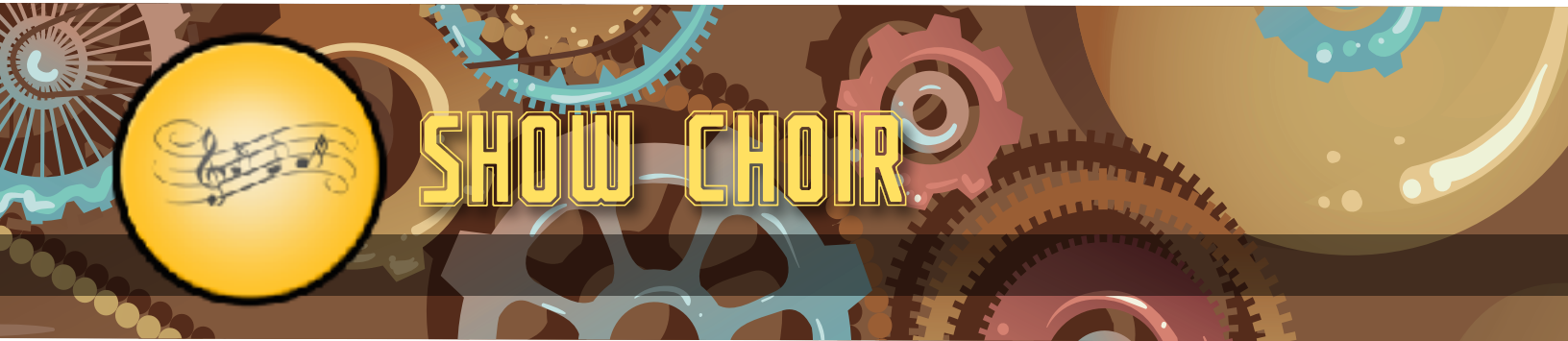
PRINT AND ATTACH TO THE BACK
OF THE SCRAPBOOK

SCHOOL: _____ CLUB ID NUMBER: _____

Explain the theme of your scrapbook. Give examples of how you carried out the theme throughout the scrapbook.

Describe any creative choices in creating your final scrapbook:

Describe how your club collaborated to create the scrapbook:



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



COMPETITION GUIDELINES

1. Practice appropriateness when selecting your repertoire. Any style is acceptable as long as one remembers that originality, innovation, versatility and good program flow will be considered.
2. Avoid inappropriate music, corny, crude and risqué jokes or motions. Lyrics will be deemed appropriate as performed.
3. Timekeeping starts when the vocal performance begins. Groups will have a brief grace period to arrange themselves. Timing begins the moment the pitch is given or first note on the soundtrack.
4. No instruments of any kind will be allowed in the competition. All performances must be a cappella or sung with an accompaniment track (CD or flash drive). No tuned percussion of any kind are permitted, with the exception of pitch pipes or similar devices used solely to generate a starting pitch. Synthesized or background vocals on the soundtrack are strictly permitted.
5. Selections must be sung from memory.
6. No props are allowed during a choral performance.
7. Coordinated outfits, such as matching shirts, pants, shorts, skirts or school uniforms will be allowed. Costumes are not permitted.
8. Any group chosen to perform during the General Session, must perform the same material they used for competition.
9. Large groups are encouraged for this competition. Show choirs must have a minimum but not limited of twelve performers to participate.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

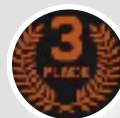
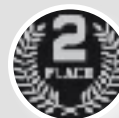
CHORAL	20	15	10	5	1
Preparedness • Evidence of Rehearsal • Synergy of performers	Excellent Performance was extremely rehearsed and prepared with excellent attention to details.	Good Performance was well rehearsed and prepared with some attention to details.	Average Performance was somewhat rehearsed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



HOW TO ENTER

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

NATIONAL ELIGIBILITY





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 for each test Division I are grades ninth and tenth and Division II are grades eleventh and twelfth. A club may enter one student in both Division I and Division II in each of the academic categories.

DIVISION I (Grade 9-10)

DIVISION II (Grade 11-12)

TIME LIMIT- 2 to 3 minutes



COMPETITION GUIDELINES

1. The oration must be strictly original from the students, and be the same one given at the state convention.
2. One manuscript must be typed, double-spaced and handed to the coordinator before the contestant speaks. The manuscript becomes the property of the National Beta Club.
3. No more than 75 quoted words will be permitted. Plagiarism will cause the contestant to be ineligible in the competition.
4. Manuscripts must indicate all sources used whether those sources are quoted directly or indirectly. This must be done in bibliography form. If a bibliography is not needed, a sheet at the back of the speech must indicate no bibliography needed. A speech without a bibliography or sheet indicating that no bibliography will have points deducted from score.
5. Note cards may not be used. Speech must be given from memory.
6. Speeches must be of the persuasive or informative type.
7. This is an oration. Therefore, no interpretation, dramatization, or acting should be included.
8. Participants must be dressed in professional attire. This means females are to wear a dressy pantsuit with coordinating jacket or a business suit and the males are to wear a suit or a blazer with dress slacks, a tie and dress shoes.
9. No costuming or props may be used. (i.e. wearing of flag pin during patriotic speech)
10. Spectators and competitors must enter the room prior to the start of the first oration and may not leave until the conclusion of the competition to prevent distraction. All cell phones and pagers must be in the off position.
11. Points will be deducted by the judges for infractions of rules.
12. Speaking order will be determined prior to the convention.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

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

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



HOW TO ENTER

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY



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



SPOTLIGHT ON SERVICE

The Spotlight on Service competition allows each club to submit one free-standing trifold board that showcases a service focus in your club. One student will bring the finished board and stand at a designated time listed in the program to be briefly interviewed by the judges. This competition is designed to encourage club pride, creativity and innovation, interpretation of theme, and artistic design.



COMPETITION GUIDELINES

1. Each club must use a display board that is the size of a standard science fair board and may include the optional attached header/banner. No additional materials should be displayed with the spotlight, such as brochures, candy, etc.
2. Everything incorporated with the spotlight board must be attached. Any border, trim, etc. should not exceed the regulation size noted above.
3. The board must be free-standing without any supports.

Suggestions for board:

- Information about a particular service project that your club initiated, developed, or participated in.
- Photographs, flyers, or any other methods to visually showcase the service project.
- Planning process, project outcome, and documentation of service



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- One student must present the spotlight on service board at a designated time in the program
- The one student from each club entry will be interviewed briefly by a panel of judges to discuss the criteria below

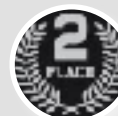
CHANGE	5	4	3	2	1
Interpretation and Illustration of the Theme	Excellent: The board interprets and illustrates the theme exceptionally well. Presentation is relevant to theme. The message is very clear and very concise.	Good: The board adequately interprets and illustrates the theme. The presentation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



HOW TO ENTER

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

NATIONAL ELIGIBILITY





SPOTLIGHT ON SERVICE FORM

PRINT AND ATTACH TO THE BACK
OF THE BOARD

SCHOOL: _____ CLUB ID NUMBER: _____

How does the Spotlight your club communicate the theme: Beta on my Mind?

Describe any creative choices in creating your final spotlight your club design:

Describe how your club collaborated to create the board:



TALENT

GROUP TALENT (5 or more participants) – 6-minute limit. You will have a total time limit of ten (10) minutes. This includes set up and take down, but the performance still has a maximum time limit of six (6) minutes.

OR

SPECIAL TALENT (4 or fewer participants) – 2 - 4 minute limit. You will have a total time limit of six (6) minutes. This includes set up and take down, but the performance still has a maximum time limit of two to four (2-4) minutes.



COMPETITION GUIDELINES

1. All talent participants must be officially enrolled at the National Office by the deadline date. Beta members registered at the convention may take part in the program.
2. Clubs must furnish their own properties. An electric piano, sound system and CD player will be provided. Any music used for talent must be put on a CD or flash drive and given to the sound tech prior to their performance.
3. CD for vocal entries must contain music only (This means no words background vocals or computerized/synthesized voices on disc).
4. Lip syncing is not allowed as defined as pretending to sing in synchronization with recorded vocals (i.e. moving mouth while holding a microphone).
5. Talent participants must remain on the stage during the performance.
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 that are provided by the Audio Visual Company hired by National Office may be used.
8. No use of and/or portrayal of weapons of any kind will be allowed.
9. No audio visual technology allowed in a talent performance, such as but not limited to, power point, slide show, etc.
10. The use of black lights are discouraged due to the inability to turn off lights at the convention sites.
11. No fire, hay, balloon, or confetti may be used in any act.
12. Candidates for State Office cannot participate in the talent competition or they will forfeit their right to run.
13. Adults may help students set up props for the competition. Adults must be off stage prior to the beginning of the performance.



EDUCATIONAL CONNECTIONS

- Creativity and Innovation
- Communication and Collaboration
- Performing arts standards



JUDGING CRITERIA

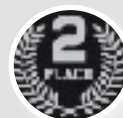
TALENT	20	15	10	5	1
Talent Quality	Excellent The quality of talent presented was extremely refined and showcased in performance.	Good The quality of talent presented was refined and showcased in performance.	Average The quality of talent presented was mostly refined and showcased in performance.	Fair/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



HOW TO ENTER

- Visit www.betalclub.org/events/conventions and follow directions.
- Register students and then select competitions to enter.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY





TECHNOLOGY

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



COMPETITION GUIDELINES

1. Technology entries will be uploaded during the registration process.
2. This club project must adhere to the following topic: **A Beta Mindset.**
3. Time limit will be 2 minutes.
4. All entries must be created by Beta members during the current school year.
5. All technology entries must be uploaded to a video sharing platform such as YouTube, Vimeo, or school website. The URL link must be provided during the registration process.
6. Your media may be used in promotional materials by The National Beta Club.
7. Entries will be judged prior to convention.
8. Clubs are encouraged to use a variety of media, audio techniques, transitions, and entertainment elements.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- This competition is uploaded at the time of registration.
- Judges will evaluate technology presentations based on the rubric below.
- Judging will take place before the convention date.

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



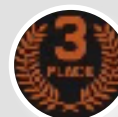
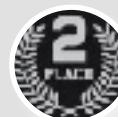
HOW TO ENTER

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

All technology entries must be uploaded to a video sharing platform such as YouTube, Vimeo, or school website. The URL link must be provided during the registration process.

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

NATIONAL ELIGIBILITY





Photography
Digital Art
Painting
Fiber Arts
Woodworking
Mixed Media

Drawing
Sculpture
Recyclable Art
Watercolor
Hand-made Jewelry

The Visual Arts competition provides students the opportunity to showcase their artistic talents and creative abilities. Students will bring finished pieces of art at a designated time listed in the program to be judged by a panel of judges. This competition is designed to encourage creativity and innovation, reward outstanding craftsmanship, and reinforce the importance of fine arts in the 21st century.



COMPETITION GUIDELINES

1. Visual art tags/ forms are included in the handbook. Print, complete in full, and attach to the back or bottom of the visual art entry. Failure to do so may result in ineligibility to be judged.
2. An individual may enter only one item per category per division; however, an individual may enter more than one category. Schools are limited to one entry per category in each division.
2. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss, damage, or breakage. It is the responsibility of clubs entering the competition to collect entered items only at the designated times.
3. Paintings and other similar works should be matted or framed for best presentation. No easels will be supplied.
4. All artwork completed by the individual or group must be presented for judging and displayed at the designated time.
5. Students must be present and registered at the convention in order to enter artwork.
6. Photography: must be original content. The photograph must not be a picture of a picture. Photographs are to be no larger than 8" X 10" before framing.
7. All artwork must remain on display and cannot be picked up until designated time in program .
8. **Digital Art**- inclusive of Digitally Enhanced Photography and computer created designs
9. **Fiber Arts**- inclusive of any craft using fiber materials (quilting, cross-stitch, crochet, weaving, wearable art)
11. **Hand-made Jewelry**- the display will not be considered in judging



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

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

Creativity – Originality, innovation

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

Focus – Degree of sharpness or softness, depth of field

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

Technique – camera angle, paint strokes

Primary visual Impact – Subject matter

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

Degree of difficulty



HOW TO ENTER

- Print visual art tag and complete in full.
- Attach tag to back or bottom of entry.
- Visit www.betaclub.org/events/conventions and follow directions.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY



IDENTIFICATION TAG

NAME OF ENTRANT: _____

STUDENT ID NUMBER: _____

SCHOOL NAME: _____

CATEGORY: _____

TITLE OF ARTWORK: _____

DESCRIPTION/ EXPLANATION OF ARTWORK(OPTIONAL): _____

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

SPONSOR'S SIGNATURE

ENTRANT'S SIGNATURE



GENERAL INFORMATION

1. Beta Conventions are open to certified members, school officials, sponsors, alumni, parents and chaperones upon proper registration. Everyone must be registered.
2. Each group must be accompanied by a sponsor or chaperone. A ratio of one adult for every ten members is suggested.
3. Each club must make its own arrangements for lodging. It is not necessary to stay in the convention headquarters hotel. Betas may stay any place approved by their parents, Sponsors and Chaperones. Advance registration for lodging is urged, and confirmation should be requested in writing. Bring the confirmation to the convention with you. Advance online registration by Beta is required and a late fee will be charged if you do not preregister by the deadline date. There are NO REFUNDS on convention registration. There will be no exceptions made on convention registration unless the entire convention is canceled by the National Office.
4. Only registered Betas may take part in competition and each club should pick up their registration materials at the stated time and place listed in the convention program.
5. Admission to all meetings is by name badge only. This is secured when one registers and will admit the individual to all events.
6. Preregistered members will vote using membership number printed on his/her name badge. Electronic voting may be done on smart phones, ipads, etc. Because id numbers will be used for a member to vote, a device can be used for more than one member. Students that register onsite will vote at the registration booth immediately following the campaign session.
7. Participants in all competitions must be on the National Beta Club roll two weeks prior to the deadline date.
8. Students are to wear a school or club designed, sleeved t-shirt with pants that are below the knees, without holes, to the dance.
9. Name badges must be worn during the convention.
10. All trophies not picked up during the awards ceremony will be shipped to the sponsor per their request COD. Request for trophies will not be fulfilled after May 1st, 2018.

11. GENERAL DRESS CODE

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



CODE OF CONDUCT

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

- Rule 1: Each Sponsor is responsible for each and every one of his/her students. Therefore, students must keep their Sponsor informed of their whereabouts at all times.
- Rule 2: Betas registered at the Convention should be present for all scheduled meetings and on time.
- Rule 3: Curfew is promptly at 12:00 AM unless the State Council announces otherwise. This means in your own room and respectfully quiet.
- Rule 4: Members may visit other members' rooms only with the Sponsor's knowledge and approval.
- Rule 5: No alcoholic beverages, drugs or tobacco, in any form, shall be possessed by anyone at this Beta Convention. Clothing which advertises sex, drugs, tobacco, or alcohol will not be permitted.
- Rule 6: All registered Betas and Adults are expected to wear official name badges at all times. Admission to meetings and the convention functions is by name badge only.
- Rule 7: Each registered Beta is expected to display and exert leadership qualities in a responsible manner that will lead to the organized success of this Convention. Betas should conduct themselves in such a manner that their actions will reflect favorably on the school and community and all of those responsible for providing the student with this opportunity.

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



EMERGENCY INFORMATION

Upon Issuance of a Warning

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

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

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

Fire

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

Bomb Threat

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



EMERGENCY INFORMATION

General Safety Tips

Sponsors

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

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

Hotel Safety

Read the emergency instructions on the back of your hotel room door. Familiarize yourself with the fire escape route.

Count the number of doors between your room and the nearest exit.

Do not leave your door open and always use the dead bolt.

Do not open your hotel door to anyone you don't personally know. Call the front desk to verify hotel staff, security guards, and others requesting entrance to your room.

If you encounter questionable individuals, report them to the front desk.

Do not leave valuables out in the open. Many hotels provide lock boxes for your security.

Keep your room key with you at all times.

Weather Emergencies

Watches: Indicate that conditions are right for the development of a weather hazard. Watches cover a larger area than Warnings.

Watches usually have lead times of approximately 1-2 hours (tornado or thunderstorm), 3-12 hours (flash flood), and 12-36 hours (river flood or winter storm).

Warnings: Indicate that a hazard is imminent and the probability of occurrence is extremely high. Warnings are issued based on eyewitness reports or clear signatures 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/COO/Convention Staff will monitor weather reports for change in conditions.