

GETTA

A B O V E A N D B E Y O N D

NATIONAL JUNIOR CONVENTION HANDBOOK

WALT DISNEY WORLD, FLORIDA
DEADLINE: MAY 3, 2017



NATIONAL JUNIOR

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. The convention theme, “Beta Above and Beyond”, challenges all participants to achieve more, serve more, and lead more thus succeeding beyond all expectations! This year we have added more opportunities to showcase all of these talents. This convention handbook is a guide for competition and registration information. Join us at the 2017 National Beta Convention to experience the energy and all that Beta has to offer. Get ready to experience Beta like never before- Above and Beyond!!

NATIONAL COMPETITIONS

INDIVIDUAL COMPETITIONS

YOU MAY ENTER ONE STUDENT IN
EACH DIVISION

(Team members names will be entered at time of online registration)



LANGUAGE ARTS
Division I & II



MATH
Division I & II



SCIENCE
Division I & II



SOCIAL STUDIES
Division I & II



ESSAY
Division I & II



SPEECH
Division I & II



POETRY
Division I & II



VISUAL ARTS

Division I & II (You may have one in each division and each category)

Black and White Photography, Color Photography, Digital Art, Painting, Fiber Arts, Woodworking, Pastel or Charcoal, Sketching, Sculpture, Wreath, Recyclable Art, Handmade Jewelry

TEAM COMPETITIONS

YOU MAY ENTER ONE TEAM IN **EACH**
DIVISION

(Team members names will be entered at time of online registration)



QUIZ BOWL
Division I & II



BOOK BATTLE
Division I & II



TOWER OF POWER
Division I & II



ADVERTISING DESIGN
Division I & II



ROBOTICS
Division I & II

CANDIDATE

YOU MAY ONLY ENTER ONE PERSON
AS A CANDIDATE



**PRESIDENT, VICE-PRESIDENT, SECRETARY,
CHAPLAIN, OR REPORTER**

Anyone in your club may be involved in campaigning for your candidate as well as participate in the skit.

Division I - 4th & 5th grade
Division II - 6th - 8th grade

CLUB COMPETITIONS

YOUR CLUB MAY ONLY ENTER IN ONE
DIVISION.

(Your entry will be automatically entered in the division of the highest grade of your club.)



BANNER
Division I & II



SCRAPBOOK
Division I & II



TECHNOLOGY
Division I & II



T-SHIRT
Division I & II



SPOTLIGHT YOUR CLUB
Division I & II



LIVING LITERATURE
Division I & II



SONGFEST
Division I & II



**TALENT
SPECIAL OR GROUP**

If you enter Special Talent, you must click the students entered in the competition. Your students will be entered into the division of the highest grade of the students. If you enter Group Talent your club will be entered in the highest division of your club.



HOW TO REGISTER

STEP ONE

- Go to www.betaclub.org/nationals
- Click on 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
- Please indicate sponsors or chaperones willing to help judge and provide contact information. National Sponsors will use this information to help secure volunteers for the convention. If you are needed to judge a competition you will be contacted before the convention

STEP THREE

- Click on the competitions that your students qualify for.
- Click on the exhibitions you wish to enter.
- Click submit. Once registration is finalized 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.

NATIONAL EXHIBITIONS 2017



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 3, 2017.



REIMAGINE*RECREATE*RECYCLE

Teams of 3 to 5 students will create wearable costumes in the style of your favorite Disney character using recyclable materials to be showcased on the runway.

Time Limit: 2 hours



COMPETITION GUIDELINES

1. Teams of 3 to 5 students will design wearable costumes in the style of a Disney character (for men or women) made of recyclable materials.
2. Designs should display creative innovation, originality, and quality craftsmanship.
3. Used clothing will be permitted as the base of the outfit
4. The design can be partially constructed. Each team will be given time to finish the design onsite.
5. Materials used in the design must consist of recycled/waste items.
6. A team member must be the model for the final showcase at the end of the exhibition.
7. Electrical outlets will not be available.
8. Although this is not a National Competition, recognition will be given to the top exhibitors.
9. 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.

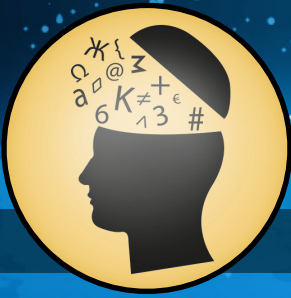
Presentation

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.

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.

** 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 be posed with a situational problem. Utilizing Lego products, the team will develop an innovative solution and share with others.

Time Limit: 2 hours

COMPETITION GUIDELINES

1. Teams of 2 to 4 students will invent and construct a design using only Lego or Duplo products.
2. Designs must be original creations, not a Lego designed kit.
3. One invention per team.
4. Teams will build inventions onsite.
5. Inventions will be displayed for viewing after completion of the exhibition.
6. Although this is not a National Competition, recognition will be given to the top exhibitors.

TEAMS MAY PROVIDE:

- Three large size zip lock bags of Legos/gears/and motors.

** 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



EXHIBITION

CLUB TRADING PINS

In 2015, Trading Pins were introduced at the National Convention. We are encouraging clubs to create a club pin and join others in the trading process. Pins may be submitted for judging during the time printed in the convention program. Pins will be traded during the convention as well as designated pin trading times listed in the final program.



COMPETITION GUIDELINES

1. May promote your club but must not have reference to or promote any candidate for office
2. Must be commercially reproduced
3. May have dangles, light up elements, moving parts, etc.
4. Backs of pins are sharp and must be used with care by collectors
5. Clubs will submit one pin for judging during the time printed in the program
6. Pins must not be traded for anything other than pins
7. All pins must be Beta related but do not have to be based on the theme
8. Although this is not a National Competition, recognition will be given to the top exhibitors
9. Pins can be traded during anytime at the convention

FAQ

- **How many pins do we bring?** *The more pins Betas bring, the more trading Betas can do.*
- **When is trading appropriate?** *Anytime except during the general sessions.*
- **What is the purpose of trading pins?** *Meet people, make friends, and practice your business skills.*
- **How can I display my pins?** *Convention lanyard, pin towel, pin trading book, or dark felt.*

JUDGING CRITERIA

Design	30 pts
Creativity	30 pts
Overall Presentation	40 pts



Educational Connections

- * Communication and Collaboration
- * Graphic Design and Marketing
- * Business Skills



CANDIDATE

PRESIDENT
VICE- PRESIDENT
SECRETARY
CHAPLAIN
REPORTER - 4th Grade

6th or 7th
Grade Students

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



GENERAL RULES

1. **ELIGIBILITY:** 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/State Officer Workshop, attendance is required in order to run as a National Officer. However, national competition is not mandatory for state officers.
2. The Sponsor(s) and the Executive Head of the candidate's school must approve the nomination.
3. If elected and later dropped from the local club or if the officer is not enrolled actively in school during the entire term, the officer forfeits the right to serve as a state official. The runner-up will automatically take office. It is imperative for the elected officer to notify the National Office immediately if he/she is unable to serve.
4. Submission of the state officer form is a pledge stating that he/she will attend all of the candidates' meeting and sessions of the Convention, including the Installation Ceremony, and will fulfill all of the duties of the office the following year. This means he/she is obligated to attend all meetings and sessions both years, when nominated and when serving as a national officer. Failure to fulfill this obligation will result in the candidate forfeiting his/her opportunity to run &/or serve for state office.
5. No nominations from the floor or "write-in" candidates will be permitted.
6. Any violations of the following guidelines may result in the candidate losing a percentage of votes based upon the rule infraction.
7. Candidates may not take part in any phase of the convention program except for campaigning, campaign speech, and question and answer segment.
8. Sponsors are responsible to check appropriateness on all levels of campaigning.



CAMPAIGNING GUIDELINES

1. No handouts, balloons, food products, stickers, bands, tape players, radios, noise makers, or weapons are allowed. No chanting at anytime except during the one minute skit performance.
2. Betas from the candidate's club may wear campaign t-shirts at anytime during the convention.
3. Only members of the candidate's club may participate in the campaign skit. No adults onstage during the skit performance.
4. Placards may not be used at any time except in skit.
5. Costumes may be worn at the Campaigning 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 to full length.
4. The length of the business suit skirt must be at the knee or longer, with a front, side or back slit no longer than 2" above the knee.
5. The pants must be to the top of the shoes. Cropped pants must not be worn.
6. No low cut, 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 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. Delivery of speech must not be suggestive in anyway. (No sexual connotations)
4. No singing, rapping, costuming, props, slides, videos, or inappropriate gestures during the speech or question and answer segment.



CANDIDATE SKIT

Time Limit: 1 minute

1. Skit participants must stop when the one minute whistle is blown. The candidate will not take part in the promotional skit.
2. The dress for participants in the skit must be appropriate. 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 entirety of the skit.
5. Skits must not have reference to or use of 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 AND ANSWER SEGMENT

Time Limit: 30 seconds

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



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, 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.betaclub.org/nationals 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 and will abide by all rules.
- The entry must be completed and submitted by the deadline date.



ACADEMICS

Language Arts
Math
Science
Social Studies

This competition is designed to offer students the opportunity to test their academic skills and to reinforce educational standards. Each of the listed academic subjects will be a one hour, multiple choice test. There are two divisions for each test—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. A club may enter one student in both Division I and Division II for each of the academic categories.

TIME LIMIT: 1 hour



COMPETITION GUIDELINES

1. No consultation will be allowed during the test hour.
2. Participants must provide their own #2 pencil for testing.
3. Completion time of all tests will be recorded. In case of a tie, the participant who finished first will be declared the winner.
4. Use of all electronic devices will not be permitted during the competition.
5. Math—Calculators are permitted, but not required, and are the responsibility of the participant.



EDUCATIONAL CONNECTIONS

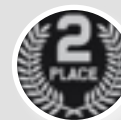
LANGUAGE ARTS	MATH	SCIENCE	SOCIAL STUDIES
<ul style="list-style-type: none"> * Grade 4-8 Standards * Critical Thinking * Vocabulary * ELA Core Content * Spelling Standards 	<ul style="list-style-type: none"> * Grade 4-8 Standards * Critical Thinking * Math Vocabulary * Algebra/Geometry/Computation/ Problem Solving/Measurement 	<ul style="list-style-type: none"> * Grade 4-8 Standards * Critical Thinking * Science Vocabulary * Earth Science/Biology/ Oceanography/Chemistry 	<ul style="list-style-type: none"> * Grade 4-8 Standards * Critical Thinking * Geography/ Government/ US History/ World History * Social Studies Vocabulary



HOW TO ENTER

- Visit www.betaclub.org/nationals and follow directions.
- Register students and then select competitions to enter.
- Check the student that will participate in each category.
- The entry must be completed and submitted by the deadline date.
- Bring a #2 pencil to the competition.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



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, and create logos and/or symbols in the design. Prompts will be given at the beginning of the one hour competition. Teams will write a brief explanation to communicate their elements of design and incorporation of Beta concepts. There are two divisions for Advertising Design—Division I is fourth and fifth grades and Division II is sixth, seventh, and eighth grades. A club may enter one team in both Division I and Division II.



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, and markers for their own use.
3. Each team will provide 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.

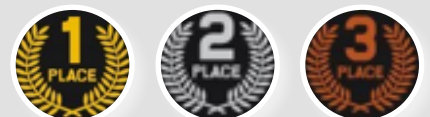
Ad Design	5	4	3	2	1
Interpretation & Illustration of Design Prompt	Excellent: The visual design interprets and illustrates the prompt exceptionally well. Presentation is relevant to prompt. The message is very clear and very concise.	Good: The visual design adequately interprets and illustrates the prompt. The presentation is mostly relevant to the prompt. The message is clear and concise.	Average: The visual design displays an average interpretation and illustration of the prompt. Presentation is somewhat relevant to the prompt. The message is fairly clear.	Fair/Needs Work: The 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.	Poor/Not Acceptable: The visual design does not interpret or illustrate the prompt. The presentation is not relevant to the prompt. The message is neither clear, nor concise
Originality & Creativity	Excellent: Design of poster reflects an exceptional degree of team creativity and originality.	Good: Design of poster reflects a good degree of team creativity and originality.	Average: Design of poster reflects a fair degree of team creativity and originality.	Fair/Needs Work: Design of poster reflects a limited degree of team creativity and originality.	Poor/Not Acceptable: Design of poster reflects a poor degree of team creativity and originality.
Craftsmanship	Excellent: Great use of colors, shapes, and spacing. Exceptionally appealing design. There is high quality put into craftsmanship.	Good: Good use of colors, shapes, and spacing. An adequately appealing design. There is evidence of acceptable craftsmanship.	Average: Fair use of colors, shapes, and spacing. A design with an average level of appeal. There is evidence of developed craftsmanship.	Fair/Needs Work: Minimal use of colors, shapes, and spacing. Somewhat appealing design. There is limited evidence of craftsmanship.	Poor/Not Acceptable: Poor use of colors, shapes, and spacing. Not appealing. There is poor craftsmanship.
Overall Visual Quality	Excellent: Design creates an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship. Team's explanation of elements of design and marketing of prompt is exceptional.	Good: Design creates a good visual display. The work done is with good effort and there is evidence of adequate workmanship. Team's explanation of elements of design and marketing of prompt is adequate.	Average: Design creates an average visual display. The work done is with fair effort and there is evidence of average workmanship. Team's explanation of elements of design and marketing of prompt is developed.	Fair/Needs Work: Design creates a limited visual display. The work done is with little effort and minimal evidence of workmanship. Team's explanation of elements of design and marketing of prompt is moderate.	Poor/Not Acceptable: Design does not create an appropriate visual display. The work lacks effort and poor workmanship. Team's explanation of elements of design and marketing of prompt is poor.
Overall Appeal	Excellent: Advertising design creates an exceptional overall appeal. Team's explanation of elements of design and collaboration is exceptional.	Good: Advertising design creates an adequate overall appeal. Team's explanation of elements of design and collaboration is adequate.	Average: Advertising design creates an average overall appeal. Team's explanation of elements of design and collaboration is developed.	Fair/Needs Work: Advertising design creates a limited overall appeal. Team's explanation of elements of design and collaboration is moderate.	Poor/Not Acceptable: Advertising design does not create an appropriate overall appeal. Team's explanation of elements of design and collaboration is poor.
Teamwork and Collaboration	Excellent: Onsite collaboration is outstanding. Team works cohesively to express ideas from each student in the final design.	Good: Onsite collaboration is adequate. Most of the team works cohesively to express ideas from each student in the final design.	Average: Onsite collaboration is average. Most of the team works together to express ideas in the final design.	Fair/Needs Work: Onsite collaboration is minimal. Team does not work cohesively to express ideas in the final design.	Poor/Not Acceptable: Onsite collaboration is not evident. Team does not work cohesively to express ideas in the final design.



HOW TO ENTER

- Visit www.betaclub.org/nationals and follow directions.
- Bring materials to the competition.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



BANNER

The Banner competition allows each club to submit one free flowing banner that depicts the **2016-2017 Theme: Beta Above and Beyond**. One to two students will bring the finished banner and stand at a time designated in the program to be evaluated and interviewed by a panel of judges. This competition is designed to encourage creativity and innovation, interpretation of theme, and artistic craftsmanship. There are two divisions for Banner—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.



COMPETITION GUIDELINES

1. This is a club entry. One to two students must present the banner at a designated time listed in the program. He/She 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 Above and Beyond.
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 it 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 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 to two students must present the banner at the time designated in the program.
- The student from each club entry will be interviewed briefly by a panel of judges to discuss the criteria below.

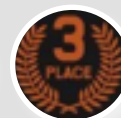
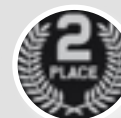
BANNER	5	4	3	2	1
Interpretation and Illustration of the Theme	Excellent: The banner interprets and illustrates the theme exceptionally well. Presentation is relevant to theme. The message is very clear and very concise.	Good: The banner adequately interprets and illustrates the theme. The presentation is mostly relevant to the theme. The message is clear and concise.	Average: The banner 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 banner displays minimal interpretation and illustration of the theme. Presentation is minimally relevant to the theme. The message is difficult to understand.	Poor/Not Acceptable: The banner does not interpret and illustrate the theme. The presentation is not relevant to the theme. The message is neither clear, nor concise
Craftmanship (Workmanship put into creating the banner)	Excellent: Materials and artwork create an exceptional visual display. The work exceeds all expectations and exhibits great effort put into workmanship.	Good: Materials and artwork used create a good visual display. The work done is with good effort and there is evidence of adequate workmanship.	Average: Materials and artwork create an average visual display. The work done is with fair effort and there is evidence of average workmanship.	Fair/Needs Work: Materials and artwork create a limited visual display. The work done is with little effort and exhibits minimal evidence of workmanship.	Poor/Not Acceptable: Materials and artwork does not create an appropriate visual display. The work lacks effort and exhibits poor workmanship.
Originality, Color, Contrast, & Creativity	Excellent: Design of banner reflects an exceptional degree of student creativity. Eye catching; great use of colors, textures, shapes, and spacing. Exceptionally appealing design.	Good: Design of banner reflects a good degree of student creativity. Good use of colors, textures, shapes, and spacing. An adequately appealing design.	Average: Design of banner reflects a fair degree of student creativity. Fair use of colors, textures, shapes, and spacing. A design with an average level of appeal.	Fair/Needs Work: Design of banner reflects a limited degree of student creativity. Minimal use of colors, textures, shapes, and spacing. Little appealing design.	Poor/Not Acceptable: Design of banner reflects a poor degree of student creativity. Poor use of colors, textures, shapes, and spacing. Not appealing.
Overall Appeal	Excellent: Banner creates an exceptional overall appeal. Team's explanation of elements of design and collaboration is exceptional.	Good: Banner creates an adequate overall appeal. Team's explanation of elements of design and collaboration is adequate.	Average: Banner creates an average overall appeal. Team's explanation of elements of design and collaboration is developed.	Fair/Needs Work: Banner creates a limited overall appeal. Team's explanation of elements of design and collaboration is moderate.	Poor/Not Acceptable: 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.				
Guidelines	Banner does not follow competition guidelines.				
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.betaclub.org/nationals and follow directions.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
 DIVISION II - Grades 6-8



BANNER FORM

PRINT AND ATTACH TO THE BACK
OF THE BANNER

SCHOOL: _____ CLUB ID NUMBER: _____

How does the banner communicate the theme: Beta Above and Beyond?

Describe how your club collaborated to create the design:

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



BOOK BATTLE

The Book Battle competition is a literature driven written test that consists of multiple choice questions and a written response portion based on the books listed. This competition provides an opportunity for a group of three students to use an integrated study of novels to collaborate as they participate in this competition. Students will have one hour to complete the test. There are two divisions for Book Battle—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. A club may enter both Division I and Division II.

TIME LIMIT: 1 hour



COMPETITION GUIDELINES

1. Each team consists of three members and an alternate.
2. Participants must provide their own #2 pencils for testing.
3. The multiple choice portion is worth 100 points and the written response is worth 50 points. The total points accumulated will determine the final ranking.
4. Completion time of all tests will be recorded. In case of a tie, the participant who finished first will be declared the winner.
5. Use of all electronic devices is prohibited during the competition.



EDUCATIONAL CONNECTIONS

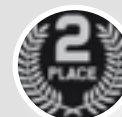
- Information/Media Literacy
- Critical Thinking
- Problem Solving
- Written Communication
- Collaboration
- Literature Analysis
- Composition Writing



HOW TO ENTER

- Visit www.betaclub.org/nationals 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.
- Students must bring #2 pencils to the competition.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



2016-2017

BOOK BATTLE LIST



DIVISION I (Grades 4-5) BOOK LIST

- Small as an Elephant* by Jennifer Richard Jacobson
- The War That Saved My Life* by Kimberly Brubaker Bradley
- A Dog's Life* by Ann M. Martin
- Smile* by Raina Telgemeir
- Nature Attacks* by Lauren Trashis
- Helen Keller: The Story of My Life* by Hellen Keller
- Because of Winn Dixie* by Kate DiCamillo
- Awfully Short for the Fourth Grade* by Elvira Woodruff
- From the Mixed-Up Files of Mrs. Basil E. Frankweiler* by E. L. Konigsburg
- The Grimm Legacy* by Polly Shulman
- The Ranger's Apprentice: The Ruins of Gorlan* by John Flanagan
- The Old Willis Place* by Mary Downing Hahn



DIVISION II (Grades 6-8) BOOK LIST

- Serafina and the Black Cloak* by Robert Beatty
- The Selection* by Kiera Cass
- Miss Peregrine's Home for Peculiar Children* by Ransom Riggs
- The Crossover* by Kwame Alexander
- The Great Greene Heist* by Varian Johnson
- March: Book One* by John Lewis & Andrew Aydin
- Code Talker* by Joseph Bruchac
- Michael Vey: Prisoner of Cell 25* by Richard Paul Evans
- Red Queen* by Victoria Aveyard
- Anne of Green Gables* by L. M. Montgomery
- Phantoms in the Snow* by Kathleen Benner Duple
- Dead End in Norvelt* by Jack Gantos



ESSAY

The Essay competition provides an opportunity for students to use creative details through written expression as they interpret the topic. The essay must be uploaded when the club registration is finalized. There are two divisions for Essay—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. A club may enter both Division I and Division II.



COMPETITION GUIDELINES

The Essay topic is: *In today's world, a Beta leader is...*

1. Must be typed and double spaced.
2. Word Requirement: 600-1000 words. Count the words and note the total number of words at the end of the essay.
3. Every word will be counted except dates (such as March 1, 2016) which will be counted as one word only. Do not exceed the word limit.
4. References: all essays should include a bibliography or works cited list with the essay if material from books, pamphlets, letters, newspapers, etc. is used.
5. Title Page: Title Page must include the title of the essay, Student's Name, Student ID Number, and School Name.
6. Lack of these items could result in ineligibility for judging.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- The Essay is uploaded at the time of registration and will be evaluated by a panel of judges prior to convention using the criteria below.

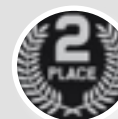
ESSAY	5	4	3	2	1
PURPOSE AND FOCUS	Excellent: The prompt is addressed with a clear, well-focused direction. Main ideas and supporting details are clear and well developed.	Good: The prompt is addressed with an adequate focus. Main ideas are presented and supported by details that are developed.	Average: The prompt is addressed with an average focus. Main ideas are presented and supported by average details.	Fair/Needs Work: The prompt is addressed with a minimal focus. Main ideas are unclear and supported by minimal details.	Poor/Not Acceptable: The prompt is not addressed. Main ideas are lacking and not supported by details.
ORGANIZATION AND DEVELOPMENT	Excellent: The essay has a clear and effective organizational structure with a well-developed introduction, body, and conclusion creating unity and coherence. Displays effective use of transitions and other literary elements.	Good: The essay has an adequate organizational structure with an introduction, body, and conclusion creating adequate unity and coherence. Displays adequate use of transitions and other literary elements.	Average: The essay has an average organizational structure with a fairly developed introduction, body, and conclusion creating average unity and coherence. Displays average use of transitions and other literary elements.	Fair/Needs Work: The essay has minimal organizational structure with an under developed introduction, body, and conclusion creating minimal unity and coherence. Displays minimal use of transitions and other literary elements.	Poor/Not Acceptable: The essay lacks an organizational structure or is missing an obvious introduction, body, and conclusion. It lacks unity and coherence. Fails to display use of transitions and other literary elements.
STRUCTURE AND LANGUAGE	Excellent: The author consistently uses vivid words and phrases and displays a command of figurative language. All sentences are exceptionally constructed and have varied structure and length.	Good: The author frequently uses vivid words and phrases and displays an understanding of figurative language. Most sentences are well constructed and have varied structure and length.	Average: The author occasionally uses some vivid words and phrases and displays an average understanding of figurative language. Sentences are similarly constructed and have minimal variety in structure and length.	Fair/Needs Work: The author has minimal use of vivid words and phrases and displays little understanding of figurative language. Sentences display minimal variety in construction and lack variety in structure and length.	Poor/Not Acceptable: The author uses a limited vocabulary with no understanding of figurative language. Sentences are awkward and lack variety in structure and length.
MECHANICS	Excellent: The author makes no errors in grammar, mechanics, and/or spelling.	Good: The author makes a few errors in grammar, mechanics, and/or spelling, but they do not interfere with understanding	Average: The author makes several errors in grammar, mechanics, and/or spelling, but they do not interfere with understanding	Fair/Needs Work: The author makes frequent errors in grammar, mechanics, and/or spelling that minimally interfere with understanding.	Poor/Not Acceptable: The author makes numerous errors in grammar, mechanics, and/or spelling that greatly interfere with understanding.
OVERALL EFFECTIVENESS	Excellent: The essay was highly effective and maintained the reader's attention.	Good: The essay was effective and maintained the reader's attention.	Average: The essay was average and somewhat maintained the reader's attention.	Fair/Needs Work: The essay was minimally effective and barely maintained the reader's attention	Poor/Not Acceptable: The essay was not effective and failed to maintain the reader's attention
DEDUCTION	-5				
Length of Paper	Essay is less than 600 or over 1000 words.				
Guidelines	Did not follow required competition guidelines.				



HOW TO ENTER

- Visit www.betaclub.org/nationals 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 4-5
DIVISION II - Grades 6-8



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. There are two divisions for Living Literature—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.



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, but not into their designated space, before the 30 minutes set up time begins.
6. Only 2 adults and Beta Members may set up the scenery; 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 falling.
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 outlets 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 each 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 break; 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.

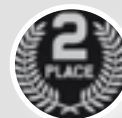
LIVING LIT	5	4	3	2	1
Choice of Selection Originality and Literary Merit	Excellent: Literary Selection demonstrates originality in choice and denotes a high quality of writing attributed to works of literature.	Good: Literary Selection demonstrates originality in choice and denotes an adequate quality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



HOW TO ENTER

- Visit www.betaclub.org/nationals 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 4-5
DIVISION II - Grades 6-8



POETRY

The Poetry competition provides an opportunity for a student to use creative details and poetic devices through written expression as he/she interprets the topic that will be given at the beginning of the competition. There are two divisions for Poetry—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. A club may enter both Division I and Division II.

TIME LIMIT: 1 hour



COMPETITION GUIDELINES

1. No prewritten materials allowed.
2. Each student may bring a dictionary and/or thesaurus.
3. Students must provide pen/pencil.
4. Loose leaf paper will be supplied.
5. Word limit: 200 words.
6. A prompt 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 any electronic devices will not be permitted during 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.

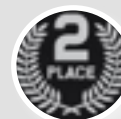
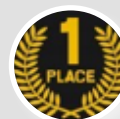
POETRY	5	4	3	2	1
PROMPT - PURPOSE AND FOCUS	Excellent: The prompt is addressed with a clear, well-focused direction.	Good: The prompt is addressed with an adequate focus.	Average: The prompt is addressed with an average focus.	Fair/Needs Work: The prompt is addressed with a minimal focus.	Poor/Not Acceptable: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



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 4-5
DIVISION II - Grades 6-8



QUIZ BOWL

Quiz Bowl is a general knowledge competition which stresses quick recall. There are two divisions for each test—Division I is fourth and fifth grades and Division II is sixth, seventh, and eighth grades. A club may enter one team in both Division I and Division II of the written test, if eligible.



WRITTEN GUIDELINES

1. Each four member team will collaboratively take a written test with a time limit of thirty minutes.
2. Teams must provide their own #2 pencils.
3. To break ties, the time at which the team completed the test will be used.
4. Use of any electronic devices will not be permitted during competition.
5. Each team must designate a 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 continue competition.
3. Each match will consist of two teams and will be played with two, 10-question halves or up to the thirty minute time limit, whichever is reached first.



ORAL GUIDELINES

- Quiz Bowl is a question-and-answer game played between two teams of four players each.
- All rounds will be played in the following manner: One 15 minute half or 10 toss-up questions, whichever comes first; a 2 minute break for substitutions; 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 area during the first and second rounds. Spectators may enter during the third and following rounds.
- Points are scored for correct answers to the questions asked by the moderator.
- There are two types of questions: toss-ups, worth 10 pts. each, and bonuses, worth 20 pts.
- For toss-ups and bonuses, unless otherwise stated in the question, players may use abbreviated answers, such as last names only, nicknames, acronyms, chemical symbols, etc., as long as such answers still correctly indicate clear and precise knowledge of the information requested in the question.
- For toss-up questions, players will be given approximately 5 seconds from the time the moderator stops reading to signal, and then must answer as soon as they are called upon. The moderator will allow for a natural pause, but no stalling will be allowed. For math calculations, team members will have 15 seconds to respond.
- If a toss-up answer comes after time has been called, it does not count.
- If a player confers with a team mate on a toss-up question, the answer does not count. The question is turned over to the other team. The first player to signal and be recognized by the moderator answers the question.
- If a player answers without being recognized, the answer counts the same as a wrong answer. This rule is in effect to prevent players from answering because they "think" they signaled first. That is not the same as actually signaling first, and the right of the player who has signaled first must be protected.
- On a toss-up, the first response is the one that counts. Sometimes a player will attempt to give more than one piece of information in his/her answer. There are some instances when such a response is acceptable. The moderator (and judge) must distinguish whether the player has, in fact, pinpointed the answer or is just rattling off a list of facts on a given subject. This situation is particularly likely to occur on an interruption. The officials must be alert. This is a judgment call.
- If a player answers a toss-up correctly, his or her team scores 10 points and is given a chance at a bonus question. The team captain has 15 seconds to respond with an answer to the bonus after the bonus question has been read. For math bonus questions, students will be given 20 seconds to respond.
- If the half or game ends while the moderator is reading a toss-up, he/she stops right there, without giving either team a chance to answer. However, if a player on either team has signaled before the whistle, he/she is given an opportunity to respond, if the answer is correct, the team is given its bonus question. If the answer is wrong, the question is not turned over to the other team and the round ends there.
- If a player believes he/she knows the answer to a toss-up question before it has been completed, he/she may interrupt the moderator by signaling. If the answer is correct, the team scores 10 points. If the answer is wrong, the entire question is repeated for the other team.
- If the moderator inadvertently gives an answer to a toss-up without giving either team a chance to respond, a new toss-up is read. However, if one team has given an incorrect answer without turning it over to the opposing team, then the next toss-up will be read for the opposing team only.



ORAL GUIDELINES

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



EDUCATIONAL CONNECTIONS

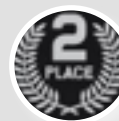
- General Knowledge of Grades 4-8 Core Standards
- Communication and Collaboration
- Critical Thinking and Problem Solving



HOW TO ENTER

- Visit www.betaclub.org/nationals 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 4-5
DIVISION II - Grades 6-8



ROBOTICS SHOWCASE

This robotics competition is a team event. Teams of 4-8 members will design, program, construct, and implement their robot in order to address the **2016-17 Robotics Challenge: Movers, Shakers, Creators**. Teams will bring pre-constructed robots and props to showcase their interpretation of the challenge having incorporated skills in science, technology, engineering, and mathematics. There are two divisions for Robotics Showcase—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. Your club must enter the division that is aligned with the highest grade of the students enrolled in your club.

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 2016-17 Robotics Challenge: Movers, Shakers, Creators.
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 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 pushouts 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

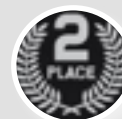
ROBOTICS	5	4	3	2	1
Innovation Creation of new, unique, or unexpected features, designs, programs, strategies or applications that are beneficial in performing the task. Creative solution in all aspects of the challenge.	Excellent	Good	Average	Fair/Needs Work	Poor/Not Acceptable
Mission Strategy Ability 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.betaclub.org/nationals 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 4-5
 DIVISION II - Grades 6-8



SCRAPBOOK

The Scrapbook competition allows each club to submit one scrapbook that showcases the club's experiences over the past year, or the time from last year's to this year's state 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, during the time between conventions. 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 or two students will present the finished scrapbook, at a time designated in the program, and will be briefly interviewed by the judges. This competition is designed to encourage club pride, creativity and innovation, interpretation of theme, and artistic design. There are two divisions for Scrapbook—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.



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, city, and state of the school.
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. Suggestions for content are:

Community/Club Service Projects
Convention Activities/Preparation
Original Categories (unique to the school)
Beta members in other school-related activities

Member Profiles
Social Functions
Leadership Activities



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- One or two students must present the Scrapbook at the time designated in the program.
- The students from each club will be interviewed briefly by a panel of judges to discuss the below criteria.

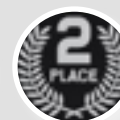
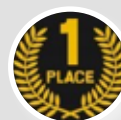
SCRAPBOOK	5	4	3	2	1
Visual Appeal	Excellent: The scrapbook effectively communicates visual ideas. The visual message is very clear and very concise.	Good: The scrapbook adequately communicates visual ideas. The visual message is clear and concise.	Average: The scrapbook displays an average communication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

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
 DIVISION II - Grades 6-8



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 made in creating your final scrapbook:

Describe how your club collaborated to create the scrapbook:



SPEECH

The Speech competition is designed to allow students the opportunity to gain speaking experience, as well as increase his/her confidence level in public speaking. Speeches may be one to two minutes in length. There are two Speech divisions—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. A club may enter one student in both Division I and Division II for each of the academic categories.

DIVISION I (Grades 4-5) TOPIC: BETA ABOVE AND BEYOND

DIVISION II (Grades 6-8) TOPIC: A LIFE OF SERVICE



COMPETITION GUIDELINES

Time Limit: 1- 2 minutes.

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

1. Participants must be dressed in business attire. Props or costumes are not allowed.
2. Random draw will determine the order of speech presentations.
3. Spectators will be permitted based on room size. Decision will be made by National Officials prior to competition. Every effort will be made for each participant to be allowed two spectators.
4. To prevent distractions, no one will be allowed to leave until the conclusion of the competition.



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

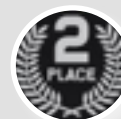


HOW TO ENTER

- Visit www.betaclub.org/nationals 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 4-5
DIVISION II - Grades 6-8





SONGFEST

Songfest is a competition in which a club rewrites a song to incorporate the Beta Theme: Beta Above and Beyond. Participating clubs must involve at least 50% of their attending members. This competition gives clubs the opportunity to showcase creativity and innovation, performing arts, and interpretation of theme. There are two divisions for Songfest—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.

TIME LIMIT: 3 MINUTES



GUIDELINES

1. The Songfest entry must follow the Convention Theme: Beta Above and Beyond. Interpretation of the theme must be evident throughout the club's performance.
2. The time limit for the performance is 3 minutes.
3. Props are not permitted.
4. Stationary movements will be allowed. This means that the students' feet must remain in place during the performance. Examples of stationary movement are, but not limited to, clapping, finger snapping, swaying, and simple gestures that enhance the lyrics.
5. Matching shirts, pants, shorts, skirts or school uniforms will be allowed. Costumes are not permitted.
6. Fifty percent of members in attendance are required to participate.
7. All club members on stage must sing.
8. No background vocals will be allowed on track. (This means no words or computerized/synthesized voices on CD)
9. Risers will not be provided or permitted.
10. Clubs must provide a copy of the original lyrics and rewritten lyrics to the coordinator at the time of the performance.



EDUCATIONAL CONNECTIONS

- Performing Arts Standards (vocal)
- Communication and Collaboration
- Critical Thinking and Problem Solving



JUDGING CRITERIA

SONGFEST	20	15	10	5	1
Voice Quality	Excellent: The quality and unification of voices was extremely refined and showcased in performance.	Good: The quality and unification of voices was above average.	Average: The quality and unification of voices was average.	Fair/Needs Work: The quality and unification of voices was below average with room for improvement.	Poor/Not Acceptable: Performance lacks quality and unification of voices and has lots of room for improvement.
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 performers presented themselves very neatly, cleanly, and in matching attire. Performers had excellent eye contact and connection with the audience.	Good: The performers presented themselves neatly and cleanly, and in matching attire. They showcased confidence and personality and had good eye contact and connection with the audience.	Average: The performers presented themselves somewhat neatly and cleanly, and in matching attire. They showcased average confidence and personality but lacked connection with the audience.	Fair/Needs Work: The performers presented themselves slightly neatly and cleanly, but not in matching attire. The performers had little to no eye contact towards the audience. There is room for improvement.	Poor/Not Acceptable: The performers presented themselves as unorganized. Little to no presence of personality, originality and confidence was shown. There is a lot of room for improvement.
Creativity/Originality	Excellent: Act was creative and unique throughout the entire performance.	Good: The performance had some creative/original aspects present.	Average: The performance had an average level of creativity and originality.	Fair/Needs Work: There were some aspects of creativity in the performance.	Poor/Not Acceptable: The performance exhibits very little creativity.
Use of Theme	Excellent: Outstanding incorporation of the theme throughout the entire song. Quality of the rewritten lyrics was excellent.	Good: Theme was incorporated into the majority of the song but the quality of the rewritten lyrics was above average.	Average: Theme was somewhat incorporated into the song but the quality of the rewritten lyrics was average.	Fair/Needs Work: Theme was not clearly incorporated into the song and the quality of the rewritten lyrics was below average.	Poor/Not Acceptable: Incorporation of the theme was not evident in the song.
Overall Performance	Excellent: Performers achieved all expectations in creating an outstanding performance with no errors.	Good: The performance was carried out very well, although there might have been a few minor errors or things that could be improved.	Average: The performance was average, although there might have been a few minor errors or things that could be improved.	Fair/Needs Work: The performance could be better but over all the performers 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	Under 2 minutes or over 3 minutes.				
Guidelines	Did not follow competition guidelines.				

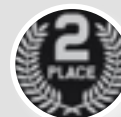


HOW TO ENTER

- Visit www.betaclub.org/nationals 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

DIVISION I - Grades 4-5
DIVISION II - Grades 6-8





SPOTLIGHT YOUR CLUB

The Spotlight Your Club competition allows each club to submit one free-standing trifold board that depicts the 2016-2017 Theme: Beta Above and Beyond. One or two students will present finished boards at the time designated in the program and will be briefly interviewed by the judges. This competition is designed to encourage club pride, creativity and innovation, interpretation of theme, and artistic design. There are two divisions for Banner—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.



COMPETITION GUIDELINES

* Spotlight Your Club must follow the **Beta Theme: Beta Above and Beyond**

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 school and club
- Photographs of club, school, sponsors
- Service projects, leadership activities, character development, etc.
- Information about your club's involvement in your school and community



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

- One or two students must present the Spotlight Your Club board at the time designated in the program.
- The student(s) from each club entry will be interviewed briefly by a panel of judges to discuss the criteria below.

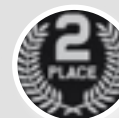
CHANGE	5	4	3	2	1
Interpretation and Illustration of the Theme	Excellent: The board interprets and illustrates the theme exceptionally well. Presentation is relevant to theme. The message is very clear and very concise.	Good: The board adequately interprets and illustrates the theme. The presentation 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 adequately explain service.
DEDUCTION	-5				
Size	Board does not adhere to size guidelines.				
Support	Board is not free-standing.				



HOW TO ENTER

- Print spotlight your club form and complete in full.
- Attach form to back of the board.
- Visit www.betaclub.org/nationals and follow directions.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



SPOTLIGHT YOUR CLUB FORM

PRINT AND ATTACH TO THE BACK
OF THE BOARD

SCHOOL: _____ CLUB ID NUMBER: _____

How does the Spotlight Your Club communicate the theme: Beta Above and Beyond?

Describe any creative choices in creating your final Spotlight Your Club design:

Describe how your club collaborated to create the board:



TALENT

A club may enter only one in either Group or Special Talent:

GROUP TALENT (5 or more participants)–6-minute limit. Performers will have a total time limit of ten (10) minutes. This includes set up and take down, but the performance has a maximum time limit of six (6) minutes. There are two Group Talent divisions–Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.

OR

SPECIAL TALENT (4 or fewer participants)–2-4 minute limit. Performers will have a total time limit of six(6) minutes. This includes set up and take down, but the performance has a maximum time limit of two to four (2-4) minutes. There are two divisions for Special Talent–Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. A club may enter only one in either Division I or Division II. Your club must enter the division that is aligned with the highest grade of the students entered in the competition.



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 performance 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, defined as pretending to sing in synchronization with recorded vocals, is not allowed (i.e. moving mouth while holding a microphone).
5. All talent participants must remain on the stage during the entirety of 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 is allowed in the talent performance, such as but not limited to, PowerPoint, slide show, etc.
10. The use of black lights are discouraged due to the inability to turn off lights at the convention sites.
11. No fire, hay, balloons, or confetti may be used in any act.
12. 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 but must be off stage prior to the beginning of the performance.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

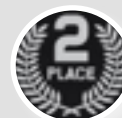
TALENT	20	15	10	5	1
Talent Quality	Excellent: The quality of talent presented was extremely refined and showcased in performance.	Good: The quality of talent presented was refined and showcased in performance.	Average: The quality of talent presented was mostly refined and showcased in performance.	Fair/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



HOW TO ENTER

- Attach form to back of the board.
- Visit www.betaclub.org/nationals and follow directions.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



T-SHIRT

The T-shirt competition allows each club to submit one club-designed t-shirt that depicts the **2016-2017 Theme: Beta Above and Beyond**. One student will present the finished T-shirt at the time designated in the program, and will be briefly interviewed by the judges. This competition is designed to encourage club pride, creativity and innovation, interpretation of theme, and artistic design. There are two divisions for T-Shirt—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.



COMPETITION GUIDELINES

1. One student must present the T-shirt at a time designated in the program. They must remain with the T-shirt during the judging process to be interviewed by a panel of judges to discuss design, collaboration, and creative process. The T-shirt must remain on display until the time of pick up as listed in the program.
2. The T-shirt is a club project that must adhere to the Convention Theme: Beta Above and Beyond.
3. Only one side of the T-shirt will be judged. Clubs must designate this side upon check-in by attaching the form to the back.
4. The T-shirt must be student designed. Computer aided drawings are acceptable.
5. The T-shirt must be commercially reproduced.
6. Clubs must be present and registered at the convention in order to enter a T-shirt.
7. Each club must complete the T-shirt form and attach to the back of the T-shirt.
8. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss or damage. It is the responsibility of clubs entering the contest to collect entered items at the designated times.



EDUCATIONAL CONNECTIONS

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



JUDGING CRITERIA

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

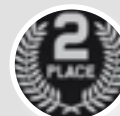
T-SHIRT	5	4	3	2	1
Interpretation and Illustration of the Theme	Excellent: The T-shirt interprets and illustrates the theme exceptionally well. Presentation is relevant to theme. The message is very clear and very concise.	Good: The T-shirt adequately interprets and illustrates the theme. The presentation is mostly relevant to the theme. The message is clear and concise.	Average: The T-shirt 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 T-shirt 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 T-shirt 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 banner)	Excellent: Materials and artwork creates 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 creates an average visual display. The work done is with fair effort and there is evidence of average workmanship.	Fair/Needs Work: Materials and artwork creates a limited visual display. The work done is with little effort and minimal evidence of workmanship.	Poor/Not Acceptable: Materials and artwork does not create an appropriate visual display. The work lacks effort and poor workmanship.
Originality, Color, Contrast, & Creativity	Excellent: Design of T-shirt reflects an exceptional degree of student creativity. Eye catching; great use of colors, textures, shapes, and spacing. Exceptionally appealing design.	Good: Design of T-shirt reflects a good degree of student creativity. Good use of colors, textures, shapes, and spacing. An adequately appealing design.	Average: Design of T-shirt 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 T-shirt reflects a limited degree of student creativity. Minimal use of colors, textures, shapes, and spacing. Somewhat appealing design.	Poor/Not Acceptable: Design of T-shirt reflects a poor degree of student creativity. Poor use of colors, textures, shapes, and spacing. Not appealing.
DEDUCTION	-20				
Guidelines	T-shirt does not follow competition guidelines.				



HOW TO ENTER

- Print t-shirt form and complete in full.
- Attach form to back of the shirt.
- Visit www.betaclub.org/nationals and follow directions.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
 DIVISION II - Grades 6-8



T-SHIRT FORM

PRINT AND ATTACH TO THE BACK
OF THE T-SHIRT

SCHOOL: _____ CLUB ID NUMBER: _____

How does the T-Shirt communicate the theme: Beta Above and Beyond?

Sketch of t-shirt design:

Describe any creative choices made in
creating your final product:

Describe how your club collaborated to create
the design:



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 theme. In this process the students will increase knowledge and gain proficiency in the technology format of their choice, use creativity to express themselves, and communicate the ideas of the theme. There are two divisions for Technology—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Since this is a club project, a club may enter only one in either Division I or Division II. When you register online you will be entered automatically in the division that is aligned with the highest grade of the students enrolled in your club.

TIME LIMIT: 2 minutes



COMPETITION GUIDELINES

1. Technology entries will be uploaded during the registration process.
2. This club project must adhere to the following topic: **Beta Leaders Go Beyond.**
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 site (youtube, vimeo, or school website.) The url 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.

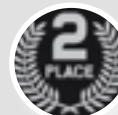
TECHNOLOGY	5	4	3	2	1
Theme	Excellent: The theme of the technology is exceptionally developed and evident in all aspects of presentation.	Good: The theme of the technology is adequately developed and evident in most aspects of presentation.	Average: The theme of the technology is fairly developed and 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.betaclub.org/nationals and follow directions.
- Upload technology video to video sharing site and provide url during registration.
- The entry must be completed and submitted by the deadline date.

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



TOWER OF POWER

Tower of Power is designed for a team of 3-5 students to use innovative problem solving techniques and engineering concepts to create a tower that supports a tennis ball for one minute. Straws, masking tape, and tennis balls will be supplied for each team. There are two divisions for Tower of Power—Division I is fourth and fifth grades and Division II is sixth, seventh, and eighth grades. A club may enter one team in both Division I and Division II.



COMPETITION GUIDELINES

1. A team of 3-5 students will construct a free-standing tower of standard plastic drinking straws using all straws provided and one standard roll of masking tape. Teams may not anchor towers to the floor with tape.
2. Teams may bring a pair of scissors and a step stool or ladder for the competition.
3. Time limit for assembly will be announced at the beginning of the contest. The time limit will be either 10, 15, or 20 minutes.
4. Straws will be provided to each team at the beginning of the contest. The number of straws will range from 100-300. All straws provided must be used in the tower. To be considered for measurement all straws must be attached to the tower.
5. All team members will step away from the tower when time is called. A predetermined captain will place the tennis ball on the tower when instructed.
6. The tower must be able to support the tennis ball for a minimum of 60 seconds. If the ball falls off during the 60 seconds it cannot be replaced and the tower will be eliminated.
7. Official height will be measured from the floor to the top of the tennis ball. The tallest structure which can hold the tennis ball for the 60-second minimum wins.



EDUCATIONAL CONNECTIONS

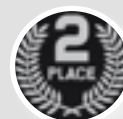
- Engineering and Innovation
- Communication and Collaboration
- Critical Thinking and Problem Solving
- Scale and Measurement



HOW TO ENTER

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

NATIONAL ELIGIBILITY



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



VISUAL ARTS

Black & White Photography
Color Photography
Digital Art
Painting
Fiber Arts
Woodworking

Pastel or Charcoal
Pen Pencil or ink
Sculpture
Wreath
Recyclable Art
Handmade Jewelry

The Visual Arts competition provides students the opportunity to showcase their artistic talents and creative abilities. There are two divisions for this competition—Division I is fourth and fifth grades, and Division II is sixth, seventh, and eighth grades. Each school may enter one entry per division in each category. Students will present finished pieces of art at a time designated in the program to be judged by a panel of judges. This competition is designed to encourage creativity and innovation, reward outstanding craftsmanship, and reinforce the importance of fine arts in the 21st century.



COMPETITION GUIDELINES

1. Visual art tags/forms are included in the handbook. Print, complete in full, and attach to the back or bottom of the visual art entry. Failure to do so may result in an ineligibility to be judged.
2. An individual may enter only one item per category for his/her division; however, an individual may enter more than one category. Schools are limited to one entry per category in each division.
3. Although reasonable precautions to protect entries will be taken, the National Beta Club will not be responsible for loss, damage, or breakage. It is the responsibility of clubs entering the competition to collect entered items only at the designated times.
4. Paintings and other similar works should be matted or framed for best presentation. No easels will be supplied.
5. All artwork completed by the individual or group must be presented for judging and displayed at the designated time.
6. Students must be present and registered at the convention in order to enter artwork.
7. In both photography categories the photograph 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.
8. All artwork must remain on display and cannot be picked up until the designated time in program .
9. **Digital Art**—inclusive of Digitally Enhanced Photography and computer created designs.
10. **Fiber Arts**—inclusive of any craft using fiber materials (quilting, cross-stitch, crochet, weaving, wearable art)
11. **Wreath**—must be related to the 2016-2017 Beta Theme: Beta Above and Beyond (The use of Deco Mesh is discouraged)



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

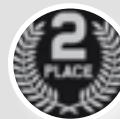
Degree of difficulty



HOW TO ENTER

- Print 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



DIVISION I - Grades 4-5
DIVISION II - Grades 6-8



IDENTIFICATION TAG

DIVISION I - Grades 4-5

DIVISION II - Grades 6-8

NAME OF ENTRANT: _____

STUDENT ID NUMBER: _____

SCHOOL NAME: _____

CATEGORY: _____

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 September 1st, 2017.

11. GENERAL DRESS CODE

- Dress for the National 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.