The Park of East Texas

Academic Rodeo

"Promoting excellence in education and showcasing the talents of all our youth"

Complete Contest Manual

Revised July 2020

Table of Contents

Overview of Academic Rodeo 2

Getting Started 3

Responsibilities

Responsibilities of Primary Contact for School or Group 4

Responsibilities of Coaches and Sponsors 5

General Info for All Coaches and Sponsors

Registering and Working with Students 6

This is sent as a document with the Registration Form to register Coaches & Sponsors.

Registration Limits for Contests 7

This information is included in each contest's rules, but this list is a quick reference.

Attending Contests 8

Wrapping Up after Contests 9

Contest Information

Overview of Contests 10

Rules and Tips for each Contest:

Academic Challenge Quiz 11

Agriculture Identification Contest 21

Art Contest 23

Computer Science Fair 26

Drama Festival 35

Engineering Challenge 44

Kinder Critters Contest 47

Mathletics 50

Mindset Breaking Experience 54

Pentathlon 57

Science Fair 59

Spelling Bee 66

Writing Contest 70

Youth Fashion Show 73

Awards

Student Awards 78

Outstanding Educator Recognition 79

Awards Celebration 79

Resources 83

Grounds Map and Support Partners 84

Code of Conduct 85

A Quick Look at Academic Rodeo

What is Academic Rodeo?

Academic Rodeo is a collection of competitive events for students in grades K through 12. They range from individual to team contests, written tests to hands-on activities, identification to construction activities.

Who can participate?

Academic Rodeo is open to any school (public, private, or home school) or educational organization in the East Texas area.

Approximately 100 groups register almost 2,000 students in one or more contests each year, representing almost 2,500 entries.

When does it occur?

Academic Rodeo began as a part of the East Texas Fair in 1991. Academic Rodeo is now a stand-alone event with the majority of the contests held in January. Preliminary rounds for Academic Challenge Quiz and Mindset Breaking Experience are typically held in November, and entries for Art Contest, Kinder Critters, and Writing Contest are submitted in the fall for judging.

Where do contests occur?

All contests are held at the East Texas State Fairgrounds on Front Street and Fair Park Drive in Tyler, TX.

What is the cost to participate in Academic Rodeo?

There currently is no charge to participate in Academic Rodeo. Preparation resources are the responsibility of the groups involved. Some supplies and resources are provided by Support Partners, but the majority of the expenses involved, including awards is covered by The Park of East Texas from proceeds of the East Texas State Fair. A deposit may be required for Lego kits for the Engineering Challenge. Teams are invoiced for Legos not returned by the deadline.

How do I get my school or group involved?

The following information guides you through the process of registration and gives an overview of the responsibilities for the Primary Contact for the school and coaches/sponsors for each contest.

Getting Started

Step 1 – **Choose 1 or 2 people to serve as the Primary Contact** between Academic Rodeo and your school or organization and to facilitate your group's participation.

Step 2 – Determine your group's eligibility for and interest in the 14 contests.

Step 3 – **Choose the individuals who will serve as sponsors/coaches for each contest your school will participate in during Academic Rodeo.** Remember to check with other teachers before registering.

Step 4 – **Communicate necessary information to the Coaches and Sponsors designated. AND you must familiarize yourself with Academic Rodeo on the East Texas State Fair website (www.etstatefair.com, choose the Academic Rodeo button).** All information (schedules, contest rules, awards, etc.), forms, and resource information are located on the website.

- Rules, Checklists, and General Guidelines – In this Contest Manual and on each contest page
- Schedules and Deadlines – Academic Rodeo Calendar on the the Getting Started and General Info pages, Academic Rodeo Contest Timeline on each contest page
- Coaches/Sponsors in a school or group are encouraged to communicate and coordinate when Registering Students and submitting entries. Coordination can save time on your campus.
- Everyone should be familiar with the Academic Rodeo Code of Conduct and any Indemnification Release forms required (links on each contest page).

Step 5 – **Primary Contact should do School/Group Contest Registration for your school or group by the Registration Deadline of October 15.**
This is done through the **REGISTER** link near the bottom of the ***Getting Started*** page.
The number of groups registering for each contest is important to us in planning the schedule. You can drop from the contest at a later time if you change your mind, but please do so by the **DROP** date for the contest or as soon as you realize you will not participate. Contests may be added after the Group Registration deadline IF the contest has not already begun or schedules have not been finalized. Drops are done on the Website using the **ADD/DROP** form.

Step 6 – **Communicate rules, deadlines, and expectations to Students.**

Step 7 – **Register students according to the Contest Timeline for the Contest.**
Students are registered through the **ShoWorks portal**. A link to the portal is on the ***General Info*** page and on each ***Contest*** page. Details for registering students are provided to Sponsors and Coaches in an e-mail shortly after the Group Registration Deadline in October.

Step 8 – **Submit entries for each contest according to the Contest Timeline.**
A Timeline is on each ***Contest*** page. Entries submitted after the deadline may not be judged. Grace is given when possible, but sometimes, the deadline is the deadline.

Step 9 – **Understand the Award Possibilities and How Awards are Received**
Every contest has awards. An overview is included at the end of this Manual, as well as information about the Awards Celebration. Information is also included on the ***Awards*** page of the Academic Rodeo portion of the website.

Step 8 – Understand the Procedures for Collecting Entries and Wrap-up of Academic Rodeo

Responsibilities

Someone must be in charge. Someone must work with students. Someone must keep everyone on track IF your group is going to be successful in competing and have an enjoyable experience while doing so.

Things get hectic and many things seem to happen at once, but everyone will be calmer and have a better chance of handling those unexpected situations that crop up if each person knows what the responsibilities are.

The Primary Contact is the **Chief Facilitator for the Group**.

Coaches and Sponsors are the **Chief Facilitators for each contest**.

Other volunteers can be recruited – other teachers, parents, interested adults, even older students – to help share the load of creating a great experience for the participating students and an enjoyable experience for the leaders as well!

Responsibilities of the Primary Contact

The Chief Facilitator for the Group

The Primary Contact is the "go-to" person for the school or group. When information is needed for the group, this person is responsible for seeing that someone submits the information.

Checklist

____ 1. October – Determine with others in your school/group which contests you plan to enter.

____ 2. October – Determine who will coach each contest and how various elements of participation – Registering Students, Submitting Entries, Relaying Information to Parents, Getting Forms Signed, etc. will be handled. The School Participation Plan on the ***General Info*** page may be helpful to you.

____ 3. October – Register your school or group for Contests using the **REGISTER link** on the ***Getting Started*** page by October 15.
Only one Contest Registration should be done for your school or group.
You have the option of providing a secondary contact and e-mail. This is a good idea in the event of absence or extended illness to keep information coming to your school.

Register for all contests of interest. HOWEVER, **please** drop any contests as soon as you decide you will not participate or by the posted DROP date.

You will name a coach and provide an e-mail address for each contest registered. These coaches or sponsors receive contest info by e-mail a few days after October 15. You may add your e-mail address to the coach's e-mail if you would also like to receive these e-mails. Separate e-mails with a semicolon.

Parents have served as coaches for some schools.
PLEASE do not register a Coach or Sponsor without letting that person know. The angry "Why am I receiving this" e-mails come to Academic Rodeo when you do!

____ 4. October – See that Coaches find the following for their contests:

- Academic Rodeo Calendar and Contest Timeline for the specific contests (***Contest*** page)
- Coaches' Checklist for specific contests (***Contest*** page)
- Rules for the contest (***Contest*** page) –It is **VERY** important that they understand the rules!
- Code of Conduct information
- Any additional resources available for the Contest (***Contest*** page)
- ShoWorks registration information (sent by e-mail) and link location on the website

____ 5. Determine with your group **WHO** will register students for Contests – one person or each Coach/Sponsor?
Be aware of the status of your registration for contests if you are not doing the actual registration.

____ 6. Discus how any schedules and deadlines may conflict with school or group activities and brainstorm ways to minimize conflicts and continue participation.

____ 7. Obtain a signed **Indemnification** form for each student (except those in contests with submission entries only and students not attending a contest) and send to Academic Rodeo with the first contest the student attends. **Maintain a notebook list** of names of students and status of their form submission and acceptance of the Code of Conduct.

____ 8. Check-in with your coaches to see that deadlines and guidelines are being met. If a Coach seems to be struggling or falling behind, determine if others or you can help to keep the students in the contest. This may be a great place for Parent or Volunteer Assistance.

____ 9. Assist coaches in sharing results to students and others in your group. Coaches receive an Award Letter by e-mail to give to students who place.

____10. February – As contests end and the Awards Celebration approaches, you and all Coaches/Sponsors for your group will receive a list of all students who were registered for Academic Rodeo and an indication of their status and any awards received. Please review this with all involved. Someone from the group, needs to confirm that the information is correct. Pay special attention to spelling of names as this is the list for printing any Award Certificates.

As **key contact** for the group, and using the list of students, please provide the following for the Awards Celebration by the **RSVP date**.

- Names of winners who will attend the Awards Celebration
  A seat is reserved for each winner planning to attend. Not responding may mean your winner will not be able to sit with the contest group.
  It is **preferred** that **you** collect names from coaches to make one response for the group. This minimizes the volume of e-mails to Academic Rodeo at a critical organizational time.
- The name of anyone other than yourself or coaches who will pick up your Award Packet.
- Any requests for alternate entry and packet pick-up times

____ 11. February – For the Awards Celebration, please coordinate the following with other coaches from your school or group.

- **WHO** will attend the Awards Celebration with winners and pick up Packet and **<u>ALL entries</u>**?
- If you did not have someone at the Awards Celebration, **WHO** will pick-up **ALL entries (AND Packet)** in the days following the Awards Celebration?

____ 12. March – **PLEASE** complete the **Participation Report** (online form) within one month of the conclusion of Academic Rodeo. Also provide any feedback to Academic Rodeo – concerns, suggestions, etc.

Responsibilities of Coaches/Sponsors

The Chief Facilitator for a Specific Contest

- **Read the Rules for your contest.**

- I repeat, **Read the Rules** for your contest! That cannot be said too many times! Communicate rules, deadlines, and expectations to students. Entries will be disqualified if they do not meet rules or standards set. A team may not be allowed to participate IF they miss the deadline or fail to follow guidelines.

- **THEN** PRINT, READ, and POST the **Timeline** for your contest. Check off the benchmarks and deadlines as they occur and plan to stay on track.

- Expect an e-mail from Academic Rodeo after the October School/Group Contest Registration Deadline to indicate that your group is registered for the specific contest and additional preliminary information.
  If you do not receive this e-mail by the end of October, check your Spam/Junk Mail folder and/or contact your Primary Contact and/or Academic Rodeo for help.
  Almost all correspondence with Coaches and Sponsors is done through e-mail.
  Check **Registered Schools** on the ***General Info*** page to see that your School or Group is registered correctly in your contest.

- Review and become familiar with Academic Rodeo on the East Texas State Fair website (www.etstatefair.com). Check out the ***Frequently Asked Questions*** page link and **Where Do I Find** document on the ***General Info*** page if you are having difficulty finding something.

- Register your students for the contest by the deadline in the **Timeline** or provide the necessary information to someone else handling the online registration of students through **ShoWorks**.

- Follow the **Timeline** for Drop Dates, Register Students, Submitting Additional Information, Submitting Entries, etc.

- Follow the requirements for choosing students. Failing to do so could result in your student's or team's disqualification.

- Discuss the **Code of Conduct** with your students.

- Work with students to prepare for the contest. When you bring the entries for the student and submit them to Academic Rodeo, you are verifying the students' work and that the student alone is responsible for the entry. Find preparation resources if available.

- Keep others at your school "in the loop" on dates and activities associated with your Academic Rodeo participation. It is always frustrating to students and coaches when students are forced to choose between Academic Rodeo and another event. Sometimes it is possible for a student to do both with planning, but at other times the student must make a choice.

- Arrive promptly when bringing students to the contest. Location of the contest, check-in times, etc. will be listed in the contest's timeline.

- Check for results on the ***Results*** page after the contest. Sometimes getting results posted takes longer than anticipated. When time allows, coaches/sponsors receive e-mail notification when results are posted. However, when several contests are occurring in a short period of time, the e-mail notification may not occur.

- Notify students who have placed and supply them with the Award Letter that will be sent to you by e-mail. YOU will be responsible for relaying Awards Celebration information to the student.

- Understand what awards your students will receive.

- Understand the Wrap-up Procedures.
  PLEASE coordinate with others from your school or group regarding . . .
  - Who will attend the Awards Celebration with winners and pick up Packet and ALL entries
  - Who will pick-up **ALL** entries (AND Packet if you did not have someone at the Awards Celebration) from Academic Rodeo AFTER the awards program.
  - Who will complete the online **Report** form within one month of the conclusion of Academic Rodeo.

General Information for All Contests

Almost everything you need to know about Academic Rodeo and its contests can be found on the Academic Rodeo section of the East Texas State Fair website **(www.etstatefair.com)**

REMEMBER . . .
Primary communication with Coaches/Sponsors is done through the e-mail provided by the Primary Contact in the online School/Group Contest Registration. If you are not receiving e-mail information about the contest, check Spam/Junk folders on your computer and contact Academic Rodeo for assistance and info.

Deadlines exist for a reason. Please be aware of them and follow them. There is an **Academic Rodeo Calendar** for the year in a true calendar format on the ***Getting Started*** and ***General Info*** pages of the website. Also, the **Complete Academic Rodeo Timeline** on the ***General Info*** **page and the individual Timeline for each contest on the specific *Contest* page.** give you dates and deadlines to follow. Print it, post it where you can easily see it, and check off completed items so you know what you have done and what you need to do.

Each contest has its own rules, procedures, and activities. Please see the specific ***Contest*** page for Rules, Timeline for contest, tips for preparation, and any resources available to assist in preparation.

Registering and Working with Students

1. Give students **all** information they need for preparing and competing. It is sad when a student's work is disqualified because a sponsor did not provide adequate information or read the rules.

2. Student registrations for your contest are submitted on the **ShoWorks Registration Portal.**
   A link to the portal is available on the ***General Info*** page and each ***Contest*** page. Decide as a group if the Primary Contact or a designated Sponsor will register everyone or if each Sponsor will register his or her students.

You will check-in as a Club (drop-down list on the site) to register students and will need the password assigned to your group. Detailed instructions with screen shots from the site are available to assist you.

3. This should go without saying, but . . . The project submitted for a student MUST be the work of the student and not something the student just "helped to prepare."

4. If you know a student you are registering is in another contest with a different Coach/Sponsor, be consistent in spelling the student name and in the name for the student.
   Maddie Smith, Maddy Smith, Madoline Smith, and *Madeline Smith* may actually be the same student registered by different Coaches in different contests. Throw in a few changes and another school or group with one or more students with similar names and keeping track of "who goes where" or "who dropped what" can become complicated on our end, especially when we are trying to sort out awards at the end of Academic Rodeo.

5. PLEASE know if the student can have photos made. Photos are used in our brochures, on our Facebook page, sent to the media for publicity, to present our Virtual Academic Rodeo during the Fair, etc.

6. Register **ONLY** the number of students allowed for the contest. You certainly may have alternates that you work with until the contest, but ONLY YOU need to know about them, and we **will ONLY register the number allowed**. The only Alternates who receive Participation Awards from Academic Rodeo are in Spelling Bee. Other Alternates that you designate when trying to select students for a contest or team do NOT receive awards. They may not appear to participate in any way at a contest.
   If you ask for an "extra" ribbon or certificate for an alternate you chose, the answer will be "No."

7. **NEW for 2021:** A signed **Indemnification Release Form** is required for all Students and Sponsors participating in Academic Rodeo. Only one is needed for each student, so check to see if the Primary Contact already has one for the student.

Registration Limits for Contests

- **Academic Challenge Quiz** – 6 team members from grades 6-8 (No more than two 8th graders may compete in any match.) or grades 9-12 (No more than two 11th & 12th graders)
- **Agriculture Identification Contest** – No limit to the number of students registered.
- **Art Contest** – 2 students per grade (grades 1 through 12)
- **Computer Science Fair** – 4 students per level (E, MS, HS) per category – Most categories are specific to one or two of the levels. See contest rules. **(This is an increase in number allowed.)**
- **Drama Festival**
  <u>Middle School One Act Play</u>: 15 Cast Members, 4 Stage Crew or Sound/Lighting Technicians, and 5 Understudies may be registered
  <u>High School Monologues & Duologues</u> (NEW): 3 Monologues and 3 Duologues may be registered for each school or group.
- **Engineering Challenge** – 4 team members per level (E or MS).
  DO NOT register extra team members or "alternates" as there will be NO award for these.

- **Kinder Critters Contest** – 6 entries from your group – Kindergarten only
- **Mathletics** – 2 teams of 6 students **equally divided** among 4th and 5th grade students
- **Mindset Breaking Experience** – 5 to 7 team members from each Level (E, MS, HS)
  Rules suggest that you have "alternates" at the school level in case you need to replace a team member before the Preliminary round. This is for your use ONLY. Do NOT register any alternates for the contest.
  Awards are presented to a maximum of 7 team members.
- **Pentathlon** – 2 teams of 4 students from grades 9-12
- **Science Fair** – From each Level (E, MS, HS), you may register 6 Experimental projects, 4 Demonstration/Model projects, and 6 Illustrations Additionally, Class Project Displays from Kindergarten, 1st Grade, and 2nd Grade may be entered.
- **Spelling Bee** – 6 students for each grade – 2nd and 3rd – with 2 from each grade designated as alternates
- **Writing Contest** – 3 entries for each grade, 4th-12th
- **Youth Fashion Show** – No limit to the number of entries in each division or level.
  A student may have ONLY ONE ENTRY in a contest. Exception: Middle School and High School Event Design

8. Use the **Add/Drop Form** for the following ONLY . . .
   a. Drop a contest or contest level after initial registration
   b. Add a contest or contest level after initial registration – This will not be possible if contest is already in progress such as ACQ or MBE, or if entries have already been submitted for judging.
   c. Drop a student that has been registered
   d. Substitute/Replace a student that is registered
   e. Add a student **after** the initial registration – This may not be possible if the contest is already in progress as in ACQ or MBE or if entries have already been submitted for judging.

9. Deliver entries (Art Contest, Computer Science, Kinder Critters, Science Fair Journals/Notebooks, Science Fair Illustrations, Writing, Youth Fashion Show garments (**not** Smart Buying), and Youth Fashion Show Worksheets) to the East Texas State Fair Office as needed by the deadline or coordinate with other Coaches/Sponsors to take the entries.

   A map showing the location and directions to the office is on the ***Getting Started*** page.

Attending Contests

1. Arrive promptly when bringing students to the contest.

2. Have students enter quietly if there is the possibility of disturbing a contest in progress.

3. Check-in if needed and check the roster of participants to be sure your students are registered correctly, names spelled correctly, and photo permission is indicated correctly. Certificates and results use names as registered unless corrected.

4. Collect cell phones from students while they are participating, this includes the waiting period at Mindset Breaking Experience.

5. Have students take care of restroom breaks, etc. **before** the contest begins. It is distracting to competing teams if students are taking trash to trashcans or leaving excessively during the competition.

6. Gather all of students' possessions when leaving. We often get a nice collection of jackets, books, and even shoes each year.

7. Check Results page and relay results to your school or organization as they are posted online under **Results**.

Wrapping Up after Academic Rodeo

1. **Coordinate** with your School or Group to allow one person to RSVP regarding the student winners who will attend the Awards Celebration.

2. Read **About the Awards Celebration** to learn about the day's activities BEFORE you come.

3. **Remember who may attend the Awards Celebration:** Individual students and Teams placing 1st, 2nd, or 3rd in a contest. Students receiving Honorable Mention in Art or Kinder Critters, and One Act Play Casts and Crew. Space is limited – seating for about 600 – which means we can only accommodate the 300 or so students to be recognized and their teachers and a few family members. As much as we would love to include all students, we cannot possibly accommodate more than 2,000 students plus teachers and families.

4. **Coordinate** with others from your school or group to determine **what needs to be collected** from Academic Rodeo (Group Packet AND all entries) **AND who will be responsible for collecting** these at the Awards Celebration or within the first 1 1/2 days in the week following the Awards Celebration.
   Unclaimed projects and awards will be disposed of or recycled, if not claimed by the deadline for pick-up scheduled after the conclusion of Academic Rodeo.

5. PLEASE coordinate with other sponsors to complete the online ***Participation Form*** to provide us with a statistical analysis of the involvement in our various contests and the impact we are having on the youth of the area through these opportunities. This information is especially important in recruiting Support Partner organizations, individual Volunteers, and Sponsors to help support our program.

6. When possible, a "virtual" Academic Rodeo will be presented during the East Texas State Fair.

Contests

There are currently 14 contests in the annual Academic Rodeo. Contests are reviewed during the spring and summer each year to consider adding contests, retiring contests, or making rule changes to contests.

Academic Rodeo Contest Overview by Eligible Grade Levels

	GRADE LEVELS												
EVENT	**K**	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**7th**	**8th**	**9th**	**10th**	**11th**	**12th**
Academic Challenge Quiz double-elimination quiz bowl							1 Team of 6 per School or Group			2 Teams of 6 per School or Group			
Agricultural Identification Contest identification of Texas ag products				Elementary Level No Limit on Entries			Middle School Level No Limit on Entries			High School Level No Limit on Entries			
Art Contest draw or paint a picture		2 per grade	2 per grade	2 per grade	2 per grade	2 per grade	2 per grade	2 per grade	2 per grade	2 per grade	2 per grade	2 per grade	2 per grade
Computer Science Fair prepare computer projects				Elementary Level - 4 entries in each category			Middle School Level - 4 entries in each category			High School Level - 4 entries in each category			
Drama Festival drama presentations							1 Performing Group of 15 plus support			3 Monologues, 3 Duologues, 3 Musical Theater			
Engineering Challenge build a rover from Legos & complete tasks				Elementary Level - 1 Team of 4 per school			Middle School Level - 1 Team of 4 per School						
Kinder Critters Contest create a "critter" from common items	6 per school												
Mathletics challenging Math competition					2 Teams per School or Group								
Mindset Breaking Experience® creative problem solving	Primary Level 1 team of 5-7			Intermediate Level 1 team of 5-7			Middle School Level 1 team of 5-7			High School Level 1 team of 5-7			
Pentathlon 5 rounds of competition in math, science & engineering										2 Teams of 4 per School or Group			
Science Fair - Display Only class experimental project	Class Project	Class Project	Class Project										
Science Fair - Experimental projects, models, or scientific drawings				Elementary Level - 6 experimental, 4 models, 6 illustrations per school			Middle School Level - 6 experimental, 4 models, 6 illustrations per school			High School Level - 6 experimental, 4 models, 6 illustrations per school			
Spelling Bee traditional spelling bee			4 per grade	4 per grade									
Writing Contest write an essay on a specific topic					3 per school	3 per school	3 per school	3 per school	3 per school	3 per school	3 per school	3 per school	3 per school
Youth Fashion Show construct a garment or do compariston shopping to purchase a garment				Elementary Level No Limit on Entries			Middle School Level No Limit on Entries			High School Level No Limit on Entries			

Academic Challenge Quiz

An exciting, fast-paced quiz bowl highlighting students' knowledge and thinking skills
Contest Support provided by individual volunteers

General Contest Rules

Revised July 2020

Question Resources

Questions come from available resources (See **Resource List for Current Year** on ***ACQ*** page) or are created by Academic Rodeo. They are a mix of academics, fine arts, potpourri, and current events.

Current events questions will be taken from current State, National or International news of significance. Every effort is made to avoid scandalous or inappropriate topics. No local info will be used without prior notice unless it is of national importance. Names of elected state and national officials, those running for office, and other notable figures in the news tend to show up in questions.

Resource materials are not infallible. Occasionally, answers in resource materials may be incorrect or have become outdated since it was published. If the incorrect answer is obvious (as in a math problem or other common information), the answer given by a team member will be considered incorrect, even though the given answer may appear as a correct answer in the resource material.

If a team member gives an answer that appears to be incorrect from the resource material, but the Moderator and/or judges are confident that the answer given is correct, the team gets credit.

Brackets and Schedules

Brackets are set immediately after the October 15 deadline based on the number of teams registered in each level. **PLEASE** drop IMMEDIATELY if you decide you will not participate. One team dropping affects the bracket for all. **Middle School Bracket** and **High School Bracket** are on the ***ACQ*** page.

First Round Matches are held in November. The tournament resumes in January and proceeds with matches until first, second, and third place teams have been determined.

Teams

Each team consists of 6 students. In any match, 4 of the 6 students sit at the table to represent the team in the match. The remaining 2 students are usually seated behind the team at the table, but they may not assist in answering any questions. One team member is designated as Captain. The Captain and the three other members competing in each match and should be designated before the start of the match.

In **rare instances** of illness and conflicting school or group activities, a team may compete with only 3 members, but should contact Academic Rodeo in advance, if possible, or immediately upon arrival.

A Coach/Sponsor must be present at each match to certify team members and alternates.

General Arrangements

Teams will sit at a table with a hand-held buzzer and microphone for each player. Alternates will be seated in the audience or behind the team and may **NOT** attempt to assist in answering questions.

Matches may be set for two or three teams, depending on the number registered and the best bracket arrangement to complete the tournament in a reasonable period.

School or group personnel, family members and friends are encouraged to attend, but may **NOT** interrupt the match or procedures in any way. (See Code of Conduct)

At the beginning of a match, after the team is seated, the team will be supplied with colored half-sheets of paper for a quick "brain dump". This may be used by the team when trying to remember information quickly. No other paper and/or lists may be brought to the table. Doing so will result in disqualification. The colored paper will change from match to match and will be obviously different from any scratch paper provided.

Panel of Judges

Each school or group **must provide one scorekeeper** when they are competing in a match. An additional neutral scorekeeper will be provided by Academic Rodeo. The ACQ Moderator and ACQ personnel will resolve any issues related to correctness of answers or procedural issues. When necessary, a question may be eliminated and replaced at the discretion of the Academic Rodeo Director. Scorekeepers should review rules and procedures prior to the match.

Seeding

Pairings in the tournament are by random draw conducted by Academic Rodeo. If byes are necessary to complete the draw, they will be awarded to the highest scoring teams from the previous year.

Occasionally after the tournament has begun, a team will drop from the tournament, allowing a team to move ahead without an opponent. This is unavoidable and a part of the tournament process.

Protest Provision

The decision of the Director, Moderator, and, in some instances, the judges will be the final word on questions and answers that are protested. If a consensus cannot be reached on a question, that question will be eliminated, and another question will be asked. Please note the following three points:

1. Protest for any reason must be lodged before the winning team is announced in any match.
2. Only the team sponsor may lodge a protest and it should be done **quietly to the Academic Rodeo Representative** at the match. NO ONE, even Coaches should blurt out a protest in the middle of a match, especially one being timed.
3. The Moderator will clarify this protest provision at the beginning of each competition.

Judges may disqualify any team when anyone other than the team Coach/Sponsor interferes with the flow of the competition. Team coaches should provide guidelines to parents attending the contest.

Winning Team(s)

All teams will remain seated until a winner has been identified in each tournament.
The team with the highest number of points at the end of the match will be declared the winner and will proceed to the next level in the tournament bracket. (See the Academic Challenge Quiz Bracket.) Procedures are in place if there is a tie at the end of a match. It usually involves a short Toss-up Match of 30 or more questions where any team member at the table may answer.

Awards

1st, 2nd, and 3rd Place teams are awarded in the Middle School and High School Levels.
The team receives a trophy. Team members receive Place Ribbons.
Members of placing teams may apply for Middle School or High School Scholarships.
Members on non-placing teams receive Participation Certificates.

Academic Challenge Quiz

High School Tournament

High School Tournament, grades 9 through 12, modified single-elimination format

Each **High School** or Group may have 2 teams of 6 students.

For **High School** teams, students may be in 9th, 10th, 11th, or 12th grades. However, ONLY TWO from 11th and 12th grades may sit at the table in any given match. More than two 11th or 12th graders may be registered, but in the event of illness or absences, this could affect the team's ability to have all 4 students at the table in a match.

High School teams may make substitutions at the end of the 2nd Period in the match.

High School teams are arranged in a modified single-elimination tournament. Teams who do not win their First Round matches will compete in

Head to Head Competition for High School
Beginning with the 2021 Academic Rodeo, High School matches will be set-up in 3 Periods. Occasionally, in the interest of time, matches for a particular day or round may be modified with fewer questions or a shorter time allotment for sets of questions.

First Period - Toss-up Round (Approximately 6 to 8 minutes)
During this Period, team members may consult freely to determine an answer, and any team member may buzz in to indicate they have an answer for the question, **but the Captain must give the team's answer**.

The Moderator will read a toss-up question in its entirety. If a team member buzzes in before a question is completed, the Moderator will stop reading, and the Captain must answer the question before the light goes off (approximately 8 seconds). If the answer is incorrect, the Moderator will read the question again, if requested, and will give the other team(s) the opportunity to **immediately** answer the question (within 10 seconds). If no team buzzes in, the Moderator will move to the next Toss-up question. Toss-up questions will continue to be asked until a question is answered correctly.

The team winning the toss-up question is given **90 seconds** to answer **15 questions**, each with a value of 10 points. Team members may consult freely, but the official team answer must come from the Captain and only an answer from the team captain will be recognized by the Moderator. The team Captain must verbally "pass" on a question to be asked the next question when the team cannot answer the current one. If all 15 are presented in less than 90 seconds, the team will be asked any passed questions in the order originally asked. A 20-point bonus is awarded if all 15 questions are answered correctly.

When there are only two teams in a match, the second team will take its turn with a second set of 15 questions when the first team completes its 90 seconds. When there is a third team, a second toss-up question will be given to determine which team will answer the second set of questions. The remaining team will then attempt to answer the third set of questions.

In Modified versions of this Period, the time may be reduced to 1 minute.

Second Period – Toss-up Round (Approximately ten minutes)

Although not a timed Quarter, timings exist to move the match along. Any team member may buzz in, and any team member may answer the questions in this toss-up round. However, the Moderator will accept the first answer heard when several answers are being given at the same time. When the buzzer is pushed, someone from the team must answer the question immediately after being recognized by the Moderator and before the light goes off, approximately 8 to 10 seconds. If a team member buzzes in before a question is completed, the Moderator will stop reading.

If the answer given is incorrect, and if the Moderator is not interrupted by a buzzer, the Moderator will read the entire question again and will ask if anyone has an answer. The opposing team(s) may immediately buzz in and answer the question before the light goes off. If the second team fails to answer or answers incorrectly, the Moderator will ask the next question.

When no correct answer is given, or no attempts have been made to answer the question, the moderator will move on to the next question. Either team may ask for the question to be repeated BEFORE a team has buzzed-in to answer. Questions will count 20 points. The maximum number of questions in this Period will be 15. A 20-point bonus will be awarded if the same team answers all 20 questions.

In Modified versions of this Quarter, only 10 questions are given.

Third Period – Rapid Fire Round

This round consists of short, rapid-fire questions requiring quick answers. Categories for the sets are social studies, math, spelling, language arts, science, and potpourri. Any team member may answer questions in this Quarter.

A toss-up question will be asked to determine which team answers each set of rapid-fire questions. Any team member may interrupt the toss-up question to answer after buzzing in. If a team member buzzes in before a question is completed, the moderator will stop reading. If an incorrect answer is given by the team winning the toss-up, the question will be read in its entirety and other team(s) will have an opportunity to buzz-in immediately to answer the question and must answer before the light goes off, approximately 8 to 10 seconds. Toss-up questions will continue to be asked until a question is answered correctly.

Questions will be in 6 sets of 11 questions, with each answer counting 5 points. The team will have 1 ½ minutes or 90 seconds to answer the set of questions. Any team member may answer the rapid-fire questions. The team may pass on any question. Passed questions will be repeated in the order originally presented if time remains.

Any team answering all questions in a set will be given a 20-point bonus for that set.

In Case of Tie

In case of a tie at the end of a match, competition will continue in the same manner as in the third quarter toss-up round, with sets of 20 or 30 questions, until the tie is broken.

Academic Challenge Quiz

Middle School Tournament

Middle School Tournament, grades 6 through 8, double-elimination format.

Each **Middle School** or Group may have 1 team of 6 students.

For **Middle School** teams, students may be in 6th, 7th, or 8th grades. However, ONLY TWO 8th Grade students may sit at the table in any given match. More than two 8th graders may be registered, but in the event of illness or absences, this could affect the team's ability to have all 4 students at the table in a match. Schools with 6th Grade as the highest level may compete with an all 6th grade team.

In **Middle School** matches, the 4 seated at the beginning of the match compete throughout that match. They may be switched in future matches, as long as the 8th Grade student restrictions are met.

Middle School teams are arranged in a double-elimination bracket and the tournament occurs over multiple days. Teams move into a second chance bracket after a first loss. Two losses eliminate the team from competition.

Head to Head Competition for Middle School
Details of the 4 Quarters of a match follow. Occasionally matches for a particular day or round may be modified with fewer questions or a shorter time allotment for sets of questions.

First Quarter - Toss-up Round (Approximately ten minutes)
During this Quarter, team members may consult freely to determine an answer, and any team member may buzz in to indicate they have an answer for the question, **but the Captain must give the team's answer**.

The Moderator will read a toss-up question in its entirety. If a team member buzzes in before a question is completed, the Moderator will stop reading, and the Captain must answer the question before the light goes off (approximately 8 seconds). If the answer is incorrect, the Moderator will read the question again, if requested, and will give the other team(s) the opportunity to **immediately** answer the question (within 10 seconds). If no team buzzes in, the Moderator will move to the next Toss-up question. Toss-up questions will continue to be asked until a question is answered correctly.

The team winning the toss-up question is given **2 minutes** to answer twenty questions, each with a value of 10 points. Team members may consult freely, but the official team answer must come from the Captain and only an answer from the team captain will be recognized by the Moderator. The team Captain must verbally "pass" on a question to be asked the next question when the team cannot answer the current one. If all 20 questions are presented in less than 2 minutes, the team will be asked any passed questions in the order originally asked. A 20-point bonus is awarded if all 20 questions are answered correctly.

When there are only two teams in a match, the second team will take its turn with a second set of 20 questions when the first team completes its 2 minutes. When there is a third team, a second toss-up question will be given to determine which team will answer the second set of questions. The remaining team will then attempt to answer the third set of questions.

In Modified versions of this Quarter, the time may be reduced to 1 ½ minutes instead of 2 minutes.

Second Quarter Round (Approximately ten minutes)
As in the First Quarter, team members may consult freely to provide the answer for a question, but only one answer from the Captain **provided within 10 seconds** will be recognized.

The round consists of 6 sets of 4 questions, with each set from a specific category – geography, science, history, English, mathematics, and current events. The Moderator will read a toss-up question in its entirety, unless interrupted by the buzzer, to determine which team will answer each set of questions. The first team to buzz in will be given **10 seconds to answer** the toss-up question. Team members may consult freely, but the answer must be given by the Team Captain within ten seconds of being recognized.

If the first team cannot answer the toss-up question, the Moderator will read the question again, unless interrupted by a team buzzing in. The second team MUST buzz in or answer within 10 seconds after the Moderator completes the reading of the question.

Each question in a set must be answered within 10 seconds. The Captain may "pass" on a question to move on to the next question. In the November Prelim Round of competition, failing to give an answer within 10 seconds will count as a pass, and the next question will be given. As the competition moves into January and February matches, running out of time will be considered an incorrect answer, and the Moderator will move on to the toss-up question for the next set. If an incorrect answer is given, the Moderator will stop asking questions in the set and move on to the next toss-up question. Questions will not be repeated because of the time factor involved. Questions in each set have a value of 10 points each.

In Modified versions of the Quarter, the number of sets may be reduced.

Third Quarter - Toss-up Round (Approximately ten minutes)
Although not a timed Quarter, timings have been added to move the match along. Any team member may buzz in, and any team member may answer the questions in this toss-up round. However, the Moderator will accept the first answer heard when several answers are being given at the same time. When the buzzer is pushed, someone from the team must answer the question immediately after being recognized by the Moderator and before the light goes off, approximately 8 to 10 seconds. If a team member buzzes in before a question is completed, the Moderator will stop reading.

If the answer given is incorrect, and if the Moderator is not interrupted by a buzzer, the Moderator will read the entire question again and will ask if anyone has an answer. The opposing team(s) may immediately buzz in and answer the question before the light goes off. If the second team fails to answer or answers incorrectly, the Moderator will ask the next question.

When no correct answer is given, or no attempts have been made to answer the question, the moderator will move on to the next question. Either team may ask for the question to be repeated BEFORE a team has buzzed-in to answer. Questions will count 20 points. The maximum number of questions in this Quarter will be 20. A 20-point bonus will be awarded if the same team answers all 20 questions.

In Modified versions of this Quarter, only 15 questions are given.

Fourth Quarter – Rapid Fire Round

This round consists of short, rapid-fire questions requiring quick answers. Categories for the sets are social studies, math, spelling, language arts, science, and potpourri. Any team member may answer questions in this Quarter.

A toss-up question will be asked to determine which team answers each set of rapid-fire questions. Any team member may interrupt the toss-up question to answer after buzzing in. If a team member buzzes in before a question is completed, the moderator will stop reading. If an incorrect answer is given by the team winning the toss-up, the question will be read in its entirety and other team(s) will have an opportunity to buzz-in immediately to answer the question and must answer before the light goes off, approximately 8 to 10 seconds. Toss-up questions will continue to be asked until a question is answered correctly.

Questions will be in 6 sets of 11 questions, with each answer counting 5 points. The team will have 1 ½ minutes or 90 seconds to answer the set of questions. Any team member may answer the rapid-fire questions. The team may pass on any question. Passed questions will be repeated in the order originally presented if time remains.

Any team answering all questions in a set will be given a 20-point bonus for that set.

In Case of Tie

In case of a tie at the end of a match, competition will continue in the same manner as in the third quarter toss-up round, with sets of 20 or 30 questions, until the tie is broken.

Academic Challenge Quiz
Study Resources

A list of current year study resources for Art, Music, and any special subjects is on the ***Academic Challenge Quiz*** Page under ACQ Documents.

Sources include:

- **Triple Q Questions** – Varsity (High School Level) and Junior Varsity (Middle School Level) – Toss-ups – JV2, JV3, JV4; V1, V2
  Colossal Book of Questions – JV; V1, V2
  Rapid Fire Rounds – JV166, JV167; V225, V226
- Additional questions are constantly being developed by Academic Rodeo and will be provided to the teams by e-mail if this has occurred over the summer.
- **Brain Quest** – We find that many of these duplicate questions from the Triple Q books.
- **Music Selections** – A variety of pop, Disney, seasonal, etc. is used for the first Toss-up question in the 1st Quarter Round for each match. A list of the current year music selections to be used in the 3rd Quarter Round of each match and any accompanying notes that could be used for questions will be provided to coaches by e-mail or on the ACQ page. Most music selections can be found on Amazon or YouTube or ClassicalConnect.
- **Art Selections** – A list of featured art pieces for a question in the 3rd Quarter Round of each match will be provided. Photos of most art selections can be found by searching the artist and the painting.
- **School/Group Info** and **Community/City Info** – You provide the info for your School/Group and City using the online form on the Academic Challenge Quiz page. It is fun for students to learn about each other's schools.
- **Current Events** – Questions will from State and National news in the week or two before match.
- Other questions will be taken from **general knowledge** information and/or curriculum designed for the particular grade levels.

To purchase resources:
The **Junior Varsity** and **Varsity** materials can be ordered from Triple Q Questions, P. O. Box 305, Vienna, IL 62995-0305. The phone number for Triple Q Questions is 888-461-7572. See Products on web site.

Brain Quest Kits may be obtained from stores carrying books and games.

When **Music Memory** lists are used, coaches will receive a list. When UIL lists are used for a specific year, the selection CDs can be ordered from UIL resource partners at musicmemory.com. Most selections can be found and heard on classicalconnect.com, YouTube, or Amazon.

Art resources for UIL Picture Memory, when used, are available from Tune In (www.elizajan.com/art.htm). Otherwise, a list of selections for the year will be available. These can be researched and found on the Internet.

Academic Challenge Quiz

Tips for Working with Students

Selecting Students

- **Good skills** for students: perform well under pressure, can handle getting an answer wrong, think and respond quickly, can confer with team and decide quickly, have a strong knowledge base for an academic area (math, spelling, science, language arts. social studies/history, fine arts, or trivia)
- Select a strong, confident team member to serve as Captain.
- Find your best "rule follower" to be aware of timings and keep your team on track.
- Seat them at the table where they can provide the most assistance to the Captain and each other.
- Do practice matches, or at least ask questions to see which students answer most quickly.

Before the Contest

- Input School/Group & Community/City info for your group. This is a resource for questions in the 3rd Quarter. Do promptly so all teams have ample study time.
- Register your students promptly on the **ShoWorks portal**. (See the General Info document.)

Preparing Students

- Make students aware of contest set-up and discuss using a buzzer & light system. Each student has a handheld button for buzzing in to answer the question. The system is a lock-out system, meaning that when the first person presses the handheld button, it locks out others trying to buzz in. There are inexpensive buzzer buttons to purchase that may help develop good response time.
- Remind team members to check news resources to prepare for potential Current Event questions.
- Discuss the rules with your students and strategies to use in each Quarter. Many teams have low scores, not because they do not know answers, but because they do not use their time wisely.
- Help students develop a strategy for dealing with difficult questions. Most questions require quick thought and if they cannot immediately supply an answer, they should pass. Sometimes they will be able to get back to that question and provide an answer after having time to think. Some teams specifically use the strategy of immediately passing several questions giving time to come up with the answers for when the passed questions are repeated. This usually only works in the 4th Quarter.
- Help students develop strategies: when to pass, when to guess, etc. Is it the last question? Guess!
- Discuss the **Code of Conduct** and complete an affirmation of the Code for your use. You will be asked to verify that students have agreed to the Code of Conduct when you register them. Provide information to parents, especially those who may attend matches. Violations may result in the elimination of the team from the tournament.

At the Contest

- Arrive promptly and enter quietly in case a match is in process. Outside sounds carry to the inside! In some instances, you may be asked to wait in another building rather than entering before your match time.
- Check roster at the first match to confirm students, name spelled correctly, and photo permission.
- Collect cell phones from students while they are participating. Parents and Coaches should refrain from using phones during the match except in emergencies and these should be handled outside.

- Everyone should take care of restroom breaks, etc. before the match begins. **Students should remain seated during a match, except in case of an emergency. Stress this to your students.** Students getting up to go the trashcan, etc. is distracting to competing students.
- Any appearance of whispering, mouthing answers, or hand signals could result in the team being disqualified. Coaches, as well, should be cautious in making eye contact and should **never indicate** in any way the correctness of an answer being discussed or that the team should pass.
- Gather all of students' possessions when leaving. Many jackets are left each year.
- Throw away any scratch paper or other trash before leaving.
- Check the bracket following your match to see who your next opponent will be and when you will compete again.

Agriculture Identification Contest

Students in grades 3 through 12 identify agriculture products grown in Texas.
Contest support provided by Smith County Master Gardeners
and Smith County Texas A&M AgriLife Extension

Contest Rules

Revised July 2020

1. The contest is modeled after the 4-H Agriculture Identification Contest.
2. A **Resource Guide** is available on the ***Ag ID*** page to assist in preparation for the contest.
3. Agricultural products grown in Texas will be displayed for the purpose of identification.
4. Participants identify the products displayed and answer one or more multiple choice questions about the product. The Elementary Level will answer only the first question for the product.
5. There will be no communication between participants during the contest. Any communication during the contest must be directed to a contest official. Violation of this rule can result in removal from the contest.
6. Ties will be broken by spelling or other methods as determined by the judges.
7. All grievances must be submitted to the judges on the day of competition.

An independent panel of judges from the agriculture related fields will determine the winners of the Contest. Decisions of this independent panel of judges will be final. The judges reserve the right to disqualify any participant whose parents or other representatives interfere with the flow of competition.

Contest Procedures

- Groups request a competition time from one of three available slots. If space is available in that slot, the Academic Rodeo Director assigns a competition time within the slot for the group based on the number of student participants in the group.
- Groups arrive at their scheduled participation time to the contest building.
- Sponsor will check-in the group where the contest officials will affix student labels to the appropriate level worksheet.
- Each student will be given the worksheet before time to enter the contest area.
- No more than 50 students may compete at one time, 25 at each table set-up.
- As each student enters the contest area, he or she will be given a clipboard and pencil to use.
- Products will be arranged on tables with numbers and questions in front of each.
- Each student will stand in front of a different number to rotate around the tables.
- Students will be allowed 1 minute per item to write the requested information and will then be asked to move to the next number.
- When students have rotated through each of the 25 products, they will turn in worksheets, clipboards, and pencils and will be free to leave or view Academic Rodeo entries on display.
- Winners will be announced within two days.

Awards

1st, 2nd, and 3rd places are awarded in each Level (Elementary, Middle School, High School)
Elementary students receive cash awards. Middle & High School students may apply for scholarships.
Students who do not place receive a Participation Ribbon.

Agriculture Identification Contest
Tips for Working with Your Students

The following tips and suggestions may be helpful to you in working with your students. Also read the General Information for All Coaches/Sponsors.

1. Review the **resources** available on the ***Agriculture Identification*** page and provide them to your students.
2. Discuss the format of the contest with the students who will participate. Print the Worksheet they will use and practice with it if possible.
3. Remind students that they MUST answer the product name correctly to get any points for the questions about the product.
4. Each year, students score 0 because they begin their answers at Product #1 on their worksheets even though they are actually at other numbers. Before entering the contest area and again before beginning, students are reminded to match the number on the worksheet with the number in front of them when beginning to answer questions. Stress the importance of this to your students and practice if possible.
5. Read the information provided about each product in the Study Guide and discuss possible questions which could be asked about the product.
6. Encourage participants to visit grocery stores to see the various products.
7. Arrive promptly at your scheduled competition time. Pencils and clip boards will be provided for your participating students.
8. Remember that there is no limit on the number of students who may participate.

Art Contest

Students in grades 1 through 12 draw or paint pictures on any subject matter
Contest Support provided by Tyler Junior College Art Department

Contest Rules

Revised July 2020

General Rules for All Divisions

1. The Academic Rodeo Art Contest is designed to showcase **two-dimensional drawings or paintings, hand-drawn or hand-painted on a paper surface**.
   Addition of paper collage, fabric, yarn, etc. may be added to the primary drawing. However, it should not extend significantly beyond the paper surface and should not add weight to the art piece, making it impossible to display.

2. Art may be done using crayons, markers, ink, pencil, pastels, oils, acrylics, and watercolor or a combination of these.

3. Drawing or painting should be done on a white, manila, or black sheet of drawing paper that is no larger than **11" x 17".**

4. Artwork **must be mounted on poster board** of any color that is no smaller than 8" x 10" and no larger than 12" x 18".
   12" x 18" is the preferred size for display purposes.
   Actual art should **not** cover the entire poster board. If it does, push pins will be inserted through the art to hold the art and board in place.
   Please use adhesive that will hold artwork to the poster board for an extended time and will withstand humidity. (Typically, double-stick tape does **NOT** hold well.) When adhesive does not hold, pushpins will be inserted through the artwork to hold it to the poster board and the display board.

5. Do **NOT** mount artwork to foam board as the thickness makes display difficult.

6. Do **NOT** submit artwork on canvas. We cannot display these.

7. Do **NOT** mat or frame artwork.

8. Artwork **should be given a title** to indicate the subject matter.
   The title should be visible on the artwork or, if you prefer not to write on your art, the title may appear on the poster board mounting, above or below the art.
   The title IS listed on the back label; however**, judges do NOT see the back** of the art when judging and will not see the title to consider in judging if it is not on the front.

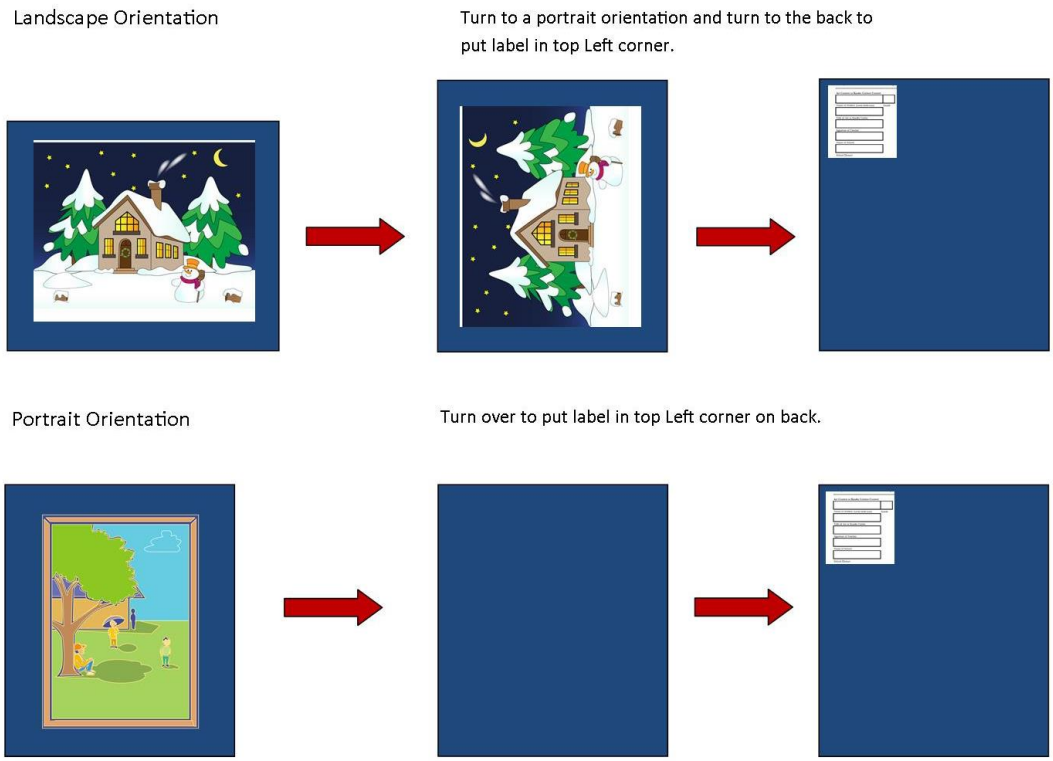
9. Each school or group may submit **2 best entries from each grade level (1st through 12th)**. Each individual student is allowed only one entry and the art MUST be the student's work. By submitting and signing the label on the back of the art, the teacher certifies that it is the work of the student.

10. Each student submitting artwork **must be registered on the Student Entry Form** submitted by the school or group by the Registration Deadline listed in the Art Contest Timeline and Checklist on the Art Contest page.

11. Entries must be physically in the Academic Rodeo Office (East Texas State Fair Office) by end of day on the Entry Deadline listed in the **Art Contest Timeline** on the ***Art Contest*** Page.

12. The student or teacher should attach the Art/Kinder Label to the back of the poster board. It contains: Student's Name, Grade, Title of art, Teacher's Name, School Name, School District (for public schools). The label should be affixed to the **back** of the entry according to the diagram below. **(**A page of **Labels** is provided in the Documents Section of the ***Art Contest*** page.)

Affixing Labels to Artwork



13. A committee of judges will judge the entries and award 1st, 2nd, and 3rd place winners as well as up to three honorable mention entries from each grade level of competition.

14. ART WHICH DOES NOT MEET THE ABOVE CRITERIA WILL NOT BE JUDGED, BUT MAY BE DISPLAYED IF POSSIBLE. Work which is excessively heavy may not stay in place with push pins used for displaying.

All entries will be displayed during the Academic Rodeo, as space allows. When possible, photos of the artwork are displayed in a virtual Academic Rodeo on display during the East Texas State Fair.

Awards

1st, 2nd, and 3rd Places plus up to 3 Honorable Mention are awarded in each grade level.
1st, 2nd, and 3rd places in Elementary receive cash awards.
1st, 2nd, and 3rd places in Middle and High School are eligible to apply for Scholarships.
Specialty recognitions may be given in each age group at the discretion of the judges. These may include: Best Drawing, Best Use of Color, Best Black & White, Most Creative, Most Original Concept, Most Suitable Title.
Students who do not place receive a Participation Ribbon.

Art Contest
Tips for Working with Your Students

- PLEASE follow the rules! They exist for a reason that may not be immediately evident to you.
- Encourage your students to give their works titles. Those factor into the creativity of the entry and may qualify the entry for a Special Recognition.
- ALSO, use the sheet of labels on the Art page to label the art on the back of the posterboard. Diagrams in the Art Rules show the correct placement of the label.
- Every year, art entries are disqualified for a variety of reasons. More often than not, a Sponsor did not relay rules to the student OR did not follow the rules for submitting. Here are a few common errors that can result in disqualification of a student's entry:
  - **Too Many Entries** – Because of the large number of entries submitted each year, we have to limit the number from each School or Group. You may **submit 2 entries for each grade level** in your School or Group ONLY.
  - **Entry is NOT a drawing on paper**. – There are SO many different forms of art. This contest is for drawings and paintings on paper.

    A picture from a magazine that has been cut out and had paper items glued to it is a collage, NOT a drawing or painting.
  - **Entry is not properly mounted for entry**. – The specific requirements for mounting the art exist for a reason based on the method we can use for displaying the work. Entries submitted on construction paper, cardboard, mount board, foam board, etc. **cannot be accepted.** Mount entry **on poster board** or thin mat board that is approximately the same thickness as poster board and can be penetrated easily by a push pin.

Computer Science Fair

Students in grades 3 through 12 complete computer projects in a variety of categories.
Contest support provided by The University of Texas at Tyler Computing Center

Contest Rules

(Revised July 2020)

Each school may submit **up to 4** entries **per level** (elementary, middle school, or high school) in **each category** to the Computer Science Fair to be judged. Each student may enter only one category. **Having three or fewer entries in a category does not guarantee placing at an award level.**

The levels of competition and project categories are as follows.
Elementary Level (grades 3 through 5)
Students may enter **Desktop Publishing, Multimedia, or Programming***.

Middle School Level (grades 6 through 8)
Students may enter **Desktop Publishing**, **Multimedia**, **Digital Video, Web Page Design, or Scratch Programming*** or **Other Programming**

High School Level (grades 9 through 12)
Students may enter **Digital Video**, **Web Page Design**, ***Scratch* Programming*, or Other Programming**

* Scratch by MIT (https://scratch.mit.edu/): With ***Scratch***, students can program their own interactive stories, games, and animations — and share their creations with others in the online community. ***Scratch*** is described by MIT as a program that "helps young people learn to think creatively, reason systematically, and work collaboratively — essential skills for life in the 21st century". Scratch is a project of the MIT Media Lab. It is provided free of charge. ***Scratch*** is designed especially for ages 8 to 16 but is used by people of all ages. By incorporating ***Scratch*** into the Academic Rodeo Computer Science Fair, we are creating programming opportunities for each level in the contest, not just High School. Expectations of difficulty progress at each level.

Judging:
Projects (except Scratch Programming) are submitted 2 or more weeks prior to the actual contest date for prejudging. Scratch Programming projects must be on the Scratch website ready for judging by the deadline and the documentation page must be submitted to Academic Rodeo by the deadline. See the **Computer Science Timeline** for deadline. See the overview of what should be submitted in each category on the rules page for the specific category.

If the project is on a CD, be sure to check it on a different machine to be certain it works properly.
Projects are judged on mastery of application, presentation, creativity, complexity, grammar and spelling, and content.

General Guidelines:
The contest is open to all public and private elementary, middle, and high school students in the above categories. Project must have been completed within one year of the submission date and must not have been previously entered in Academic Rodeo.

Copyright Laws: All copyright laws are to be followed. Violations will result in disqualification.

Privacy: Caution students about giving too much personal information in their projects as these will be displayed for many people to see.

Contest Procedures:

- Entries are submitted two or more weeks prior to the contest. The Academic Rodeo Calendar and Computer Science Timeline will indicate the deadline for submitting entries.

- Submit entries on a CD or flash drive in a Ziplock bag with the required documents. Label bag as well as the documents and the project with Student Name, Level (E, MS, HS), School or Group, Category

- On the day of the contest, students arrive and wait in area provided to be called to present their respective projects.

- Desktop Publishing participants do not attend the contest presentation.

- Computers are provided for showing the projects.

- Each student is interviewed by one or more judges regarding how the project works and processes used in developing project.

- When the interview process is complete, the student is dismissed.

- Results are posted within two days of the contest.

Specific Rules for each category follow the next section of information.

Awards

1st, 2nd, and 3rd places are awarded in each category of each Level.
1st, 2nd, and 3rd place Elementary students receive a cash award. 1st, 2nd, and 3rd Middle and High School students may apply for Academic Rodeo Scholarships.
Students who do not place receive Participation ribbons.

Computer Science Fair
Desktop Publishing Guidelines

The following should be submitted for Desktop Publishing:

- 2 copies of Desktop document – one remains with Academic Rodeo for ETSF Virtual Display; one is judged and returned to student in School Packet
- 2 copies of Project Documentation with Teacher Verification Signature
- Label back of each copy with *Contest Level, Title, Student Grade, Student Name, School or Group*

Rules:

1. All documents are to be 100% created by the submitting student.
2. **Two copies** of each document and its documentation must be submitted. One will remain with Academic Rodeo for any displays. The other will be used for judging and will be returned in the School Packet.
3. Each copy must be labeled on the back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*
4. The content or theme of the document is open to any appropriate subject related to the school curriculum.
5. Elementary students **only** may use a template or "wizard."
6. Documentation - Each entry must include a brief (1 page and not more than 2), typewritten paper describing the development of the project. The paper must explain the purpose of the project and describe the intended audience. It must list all the hardware (include exact computer name and type, scanners, cameras, etc.) and software (include all version numbers, i.e. PageMaker 6.5). The student will provide credit for all non-original materials such as clip art, photos, and any other resources. Documentation should also **include verification of the student's work by the teacher/sponsor**. Failure to provide the above information will result in disqualification.
   See Template for Documentation on Computer Science page.

Categories:

Student projects may be in any one of the following categories:

1. Brochure/Pamphlet - describes an organization or service providing information about what it does or products that are offered. Must be one page, double sided, 8 ½ X 11. Color ink/toner may be used, while paper may only be one color.
2. Newsletter - carries information to groups of people with special interest in common. Must be one page, double sided, and 8 1/2 x 11. **Color ink/toner** may be used, while **paper may only be one color**.
3. Business Document - may include such things as customized letterhead stationery, business card design, logo design, or graphic design for product packaging. Must be one page, single sided, on 8 ½ x 11 paper. Business cards, logos, or product packaging design may be smaller than 8 1/2 x 11. **Color ink/toner** may be used, while **paper may only be one color**.
4. Flyer - may be used to invite, recruit, notify, or announce an event or activity, etc. Must be one page, single sided, 8 1/2 x 11. **Color ink/toner** may be used, while **paper may only be one color.**
5. Advertisement – may be used to promote a product or for the adoption of an idea or issue. May promote a real or creatively designed product or service. May resemble an ad layout for a magazine or newspaper publication. Must be one page, single sided, 8 ½ x 11**. Color ink/toner may be used while paper may be only one color.**

Students need not be present during the Desktop Publishing judging.

Computer Science Fair
Multimedia Guidelines

The following should be submitted for Multimedia.

- Project on CD or flash drive in a resealable bag labeled with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.* CD should be labeled as well.
- 1 copy of Handout or screen shots of slides to be displayed during Academic Rodeo and ETSF – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*
- 2 copies of Project Documentation with Teacher Verification Signature – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*

Rules:

1. All multimedia projects are to be 100% created by the submitting student.
2. Project must represent the work of the individual student.
3. Multimedia projects must include at least <u>four</u> of the following elements:
   a. Text
   b. Graphics
   c. Sound
   d. Animation
   e. Video (motion)
   f. Scripting
   g. Hyperlinks to supporting websites.
4. Projects must include branching and be in a menu driven format that returns to a main menu.
5. Hardware & software - Students may use Apple Macintosh and Microsoft Windows to create the project.
6. The project must be submitted on a CD or flash drive with accompanying drivers, players, and/or viewers (Hyper Studio, Prezi, or PowerPoint viewer). If a project cannot be easily run from the CD it will be disqualified. Teachers should be aware of compatibility issues. Please preview entries on a different computer to ensure the project will function properly away from the machine on which it was created.
7. Documentation - Each entry must include a brief, typewritten paper describing the development of the project. The paper must explain the purpose of the project and describe the intended audience. It must list all the hardware (include exact computer name and type, scanners, cameras, etc.) and <u>software</u> (include all version numbers, i.e. "Hyper studio 4.1"). The student will provide credit for all non-original materials such as clip art, sound, video, and other resources. Documentation should also **include verification of the student's work by the teacher/sponsor**. Failure to provide the above information will result in disqualification.
   See Template for Documentation on Computer Science page.
8. Student must provide a printout of a few slides from the presentation for display purposes. This remains with Academic Rodeo for use in the Virtual Academic Rodeo during the East Texas State Fair.
9. Project Content: The content or theme is open to any appropriate subject **related to the school curriculum.** Various types of projects may include stories, tutorials, games, surveys, lab experiments, documentaries, etc.

Students must be present during judging to receive scores in all judging areas of the project.

Computer Science Fair

Digital Video Guidelines

The following should be submitted for Digital Video.

- Project on CD or flash drive in a resealable bag labeled with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.* CD should be labeled as well.
- 1 copy of 3 or more Screen shots from Video to be displayed during Academic Rodeo and ETSF – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*
- 2 copies of Story Board – one for judging; one for display – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*
- 2 copies of Project Documentation with Teacher Verification Signature – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*

Rules:

1. All video projects are to be 100% created by the submitting student or team of students.
2. Students may work individually or in teams consisting of no more than two students.
3. Video productions must be in a documentary form and should be between 4 and 5 minutes in length.
4. The content or theme of the video is open to any appropriate subject related to the school curriculum.
5. A **story board** must be included to demonstrate sufficient planning.
6. The video should have a "billboard" at the beginning with the following information: district, school, student's names, and grade level.
7. Software – The digital video must be compatible with up to date Windows or Mac operating systems. The product need not play full screen.
8. The project must be submitted on a CD or flash drive. Teachers should be aware of any compatibility issues. Please preview entries on a different computer to ensure the project will function properly away from the machine on which it was created. Due to the slow speed of CD drives, video projects may be moved from the CD to the hard drive to ensure smooth playback.
9. Documentation - Each entry must include a brief, typewritten paper describing the development of the project. The paper must explain the purpose of the project and describe the intended audience. It must list all the hardware (include exact computer name and type, scanners, cameras, etc.) and software (include all version numbers, i.e. Premiere 5.0). The student will provide credit for all non-original materials such as clip art, sound, video, and other resources. Documentation should also include **verification of the student's work by the teacher/sponsor**. Failure to provide the above information will result in elimination of the entry.
   See Template for Documentation on Computer Science page.
10. Student must provide a copy of the Story Board and Billboard for display. These documents remain with Academic Rodeo for the Virtual Academic Rodeo during the East Texas State Fair.

Students must be present during judging to receive scores in all judging areas of the project.

Computer Science Fair

Web Page Design Guidelines

The following should be submitted for Web Page Design.

- Project on CD or flash drive in a resealable bag labeled with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.* CD or flash drive should be labeled as well.
- 1 copy of Screen Shots of pages (4 to a sheet or less) to be displayed during Academic Rodeo & ETSF – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*
- 2 copies of Project Documentation with Teacher Verification Signature – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*

Rules:

1. Project must represent the work of the individual student and must be **verified as such by a sponsor** on documentation submitted with the project.

2. Software - Students may use a commercially produced web page program to create the project.

3. Web designers should give attention to page layout, creativity, navigational scheme, graphics/multimedia use, site content, educational validity, grammatical usage, and originality.

4. The project must be submitted on a CD or flash drive with accompanying graphics and sounds. Teachers should be aware of any compatibility issues. Please preview entries on a different computer and browser to ensure the project will function properly away from the machine on which it was created.

5. Brief step-by-step printed instructions for starting the website must also be included.

6. The student is responsible for securing a release form from any individual whose name, photograph, and/or other information is included on the Website. No professional photographs with registered trademarks. Be aware of state and federal copyright laws. Although a work may be freely accessible on the Internet and contain no statement of copyright, copyright law provides that such works are protected. Students must assume that works are protected by copyright until they learn otherwise and must receive permission to use such work.

7. Software – The digital video must be compatible with up to date Windows or Mac operating systems. The product need not play full screen.

8. Attention must be given to cross-browser capabilities. Use the latest browser.

9. Student must provide a printout of several pages from the website to be used for display. This printout remains with Academic Rodeo for use in the Virtual Academic Rodeo during the East Texas State Fair.
   See Template for Documentation on Computer Science page.

Students MUST be present for judging to receive scores for all judging areas of the project.

Computer Science Fair

Scratch Programming Guidelines

The following should be submitted for ***Scratch*** Programming.

- Project should be created using ***Scratch*** by MIT and is created on the ***Scratch*** site and will be judged from that site.
- Screen shot(s) of one or more portions of the project should be submitted to Academic Rodeo for display – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*
- 2 copies of Project Documentation with Teacher Verification Signature – Label on back of each copy with *Contest Level, Title, Student Grade, Student Name, School or Group*

Rules:

1. The program should be 100% created by the submitting student or team of students and must be **verified as such by a sponsor** on documentation submitted for the project.
2. Students may work individually or in teams consisting of no more than two students.
3. The program should be created on ***Scratch*** by MIT (https://scratch.mit.edu/about). The project will be judged on the ***Scratch*** site and is NOT submitted like the other projects in Computer Science.
4. Two copies of the documentation for the project is submitted in hard copy to Academic Rodeo by the submission deadline. This should include information about the project and its development, subject area, intended age or grade level of the program user, and outside sources imported for use in the project.
5. At the High School level, the project must involve more than one screen.
6. Students are encouraged to include sound and animation. At the High School level, the project should have additional imported graphics.
7. One or more screen capture images should be printed for display. These images remain with Academic Rodeo for use in the Virtual Academic Rodeo during the East Texas State Fair.

Hardware - Students may use Apple Macintosh or Windows to create the program.

See Template for Documentation on Computer Science page.

Students must be present during judging to receive scores in all judging areas of the project.

Computer Science Fair

Other Programming Guidelines

The following should be submitted for **Other** Programming.

- Project should be submitted on a CD or flash drive.
- Coding and screen shot(s) of one or more portions of the project should be submitted to Academic Rodeo for display – label on back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group.*
- 2 copies of Project Documentation with Teacher Verification Signature – Label on back of each copy with *Contest Level, Title, Student Grade, Student Name, School or Group*

Rules:

1. All programs are to be 100% created by the submitting student or team of students and must be **verified as such by a sponsor** on documentation submitted with the project.
2. Students may work individually or in teams consisting of no more than two students.
3. The program should be written in Java, any C program, or BASIC program. Pre-approval from UT Tyler Technology Support judges is needed for use of other programming languages.
4. The program must be submitted in an executable format on a CD and include a complete printout of all source code and internal documentation. Be aware of CD compatibility issues. Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*, and send in a re-sealable plastic bag. Please preview entries on a different computer to ensure the project will function properly away from the machine on which it was created.
5. The program must include electronic documentation. This should include directions for starting and exiting the program, subject area, and intended age or grade level of the program user.
6. The program must include branching and be in a menu driven format that returns to a main menu.
7. The program must include both text and graphics. You are encouraged to include sound and animation.
8. One or more screen capture images should be printed for display. These images remain with Academic Rodeo after the Academic Rodeo Celebration.

Hardware - Students may use Apple Macintosh or Windows to create the program.

See Template for Documentation on Computer Science page.

Computer Programming Categories:

1. Tutorial - programs that may be used as a tutorial program in any school related subject.
2. Games - single or multiple player games.
3. Applications - programs that have a specific purpose or target a particular application need.

Students must be present during judging to receive scores in all evaluation areas.

Computer Science

Tips for Coaching

Registration of students for the contest occurs immediately after the Christmas and New Year holidays. Confirm commitment of your students BEFORE the break begins and set a reasonable deadline for them to bring projects to you to get them to Academic Rodeo by the submission deadline.

Label everything properly and provide the number of copies requested.

Be sure that the project is saved correctly and check that the project can be opened after removing the CD or flash drive and inserting it in another computer.

Discourage student putting personal information in the project. Projects are displayed for many individuals to see. We want to protect student privacy while showcasing the work.

Drama Festival

Middle School groups (6th through 8th grade) perform One Act Plays
High School teams (9th through 12th grade) perform Monologues, Duologues, and Musical Theater
Contest support is provided by Tyler Civic Theatre

The Drama Festival is designed to give middle and high school students a positive theatre experience, fostering participation in, commitment to, and appreciation of quality theatre. Theater as a collaborative art form allows students to recognize the value of an individual's contribution to the ensemble. Students should be willing to utilize comments from the critic judge in a constructive way.

General Contest Rules

(Revised July 2020)

RESPONSIBILITIES OF DIRECTOR:

It is recommended that the director be a theatre teacher. However, any willing teacher or parent approved by the school may direct. See specific guidelines for the Director's role.

The Director must:

1. Communicate goals and behavior expectations of the festival to students and others involved.
2. Submit **Drama Intent** form giving information about the play and royalty payments to perform.
3. Remind parents that their role at the festival site is audience ONLY.
4. See that students should use proper care of all stage equipment and facilities.
5. Always oversee the well-being and conduct of students, while rehearsing, performing, or watching another group.
6. Directors should anticipate transportation needs and accompany their students at all times.
7. **Affirm students have read and agreed to the Code of Conduct** before registering students.
8. Make parents and other visitors associated with your group aware of policies regarding recordings and photography. Law strictly prohibits videotaping or otherwise recording copyrighted material. Flash photography is not permitted during performances, as it may be distracting to audience members and presents a hazard to the performers.

DRAMA FESTIVAL MANAGER

The role of the festival manager is one of an impartial and objective administrator and enforcer of all rules at the festival site. Academic Rodeo will supply the Festival Manager for the event.

The Festival Manager will:

1. Start the festival on time and keep groups performing according to the schedule.
2. Make necessary announcements to the house, including non-use of recording devices. Law strictly prohibits videotaping or otherwise recording copyrighted material
3. Stop performance if audience behavior or technical difficulties (not under the control of company's performance) interfere with judge's ability to see, hear, and critique the play.
4. See that all set and strike times are recorded with an approved stopwatch in addition to running times. The festival manager may have an impartial adult assistant(s) with no connections to any participating school to time the set and strike periods.
5. Notify Academic Rodeo Director if any participant has violated rules and may be disqualified.
6. Hear any protest from a participating director and relay to Academic Rodeo Director as needed or take necessary steps in accordance with policy.
7. Provide the critic judge an area with writing table and small light where the view is unobstructed, and no one can approach or speak to the judge. Ensure that the judge has privacy for decisions.

8. May introduce critic judge to company for critique, which is open to all interested individuals, who must adhere to appropriate behavior during critique.

JUDGES

Judges certified for One Act plays and/or Monologues, Duologues, and Musical Theater will be selected for the event.

Responsibilities of the Critic Judge(s)

One or two judges will be available for the critiques. These judges must be certified judges selected by Academic Rodeo in conjunction with Support Partners. The function of the critic/judge is to serve as an educator who provides a carefully prepared critique according to the judging standards agreed upon by the festival committee. The critique will provide valuable information to allow for qualitative improvement by the participants.

The critic judge must:

1. Read and become familiar with judging standards set for the festival.
2. Provide sound feedback to directors and students in a kind and tactful manner, which justifies the ranking and give participants a focus to improve future performances. Specific examples should be given in terms of judging standards to support decision or criticism of the performance.
3. Include positive comments on something executed well and identify elements or aspects of the production, which interfere with full understanding, and communication of the essence of the play.
4. **NOT** evaluate the choice of play, nor compare to other productions, seen or directed.
5. **NOT** give directors initial notes made during performances. A written critique may be provided, but only after reviewing and revising commentary to a format acceptable to directors and students.
6. Determine the award for each performance and any special honors to give to Academic Rodeo Director for announcement.
7. **NOT, at any time, stop the performance** and attempt **to "critique"** performances. All critiques should occur at the end of each performance.
8. Should notify the Festival Manager if something is preventing a clear view of the stage or difficulties in hearing the performances, other than the actual presentation by the performers.

Critique Process

The oral critique will be given immediately following each performance. The oral critique should not be more than 10 minutes.

VOLUNTEERS

Representatives from support partner organizations may serve as volunteers as needed. Volunteer responsibilities could be:

- Assist directors in on-site control of students.
- Distribute playbills for each production.
- When possible, a volunteer will be assigned to each group. These volunteers are to escort each cast and crew from the staging area to the performance theatre. When volunteers are not available, the Festival Manager will escort groups to their performance.

DRESSING ROOMS - Space for preparations for your production or performances will be provided. All costumes should be stored in this designated room when not in use. **This is not a secure and monitored facility** and will be used by all groups participating in the Drama Festival.

REHEARSAL TIME AND SPACE
Thirty minutes rehearsal time will be scheduled for each One Act Play production and 15 minutes will be scheduled for each Monologue or Duologue. These will be listed on the performance schedule.

PLAYBILLS
When possible, a Playbill will be created listing all performing groups, the play performed, the playwright and the play director. Additional information will be included when possible. The group should provide a playbill that lists the school, play performed, when published, cast of characters, crew, alternates, and director. Do **NOT** provide a Playbill as the Student Registration. There is a special form for registering students and **MUST** be completed and submitted by the deadline.

PROCESS OF DISQUALIFICATION
Disqualification decision is to be made by the Academic Rodeo Director only. Schools will be disqualified for major violations of the rules of the festival.

AUDIENCE BEHAVIOR EXPECTATIONS

1. Everyone is expected to behave in a manner that does not interfere with the performance or distracts the audience or critic judge from the performance.
2. Applause, vigorous or polite, is the only acceptable form of appreciation to be used.
3. Photography and video recording devices are not permitted during a performance.
4. It is recommended that audience members arrive approximately 30 minutes prior to the scheduled performance time as the schedule may move on to the next play when one is completed. Enter quietly if another play is in progress.
5. **Please, no food, drinks, and gum in the theatre**.
6. The use of tobacco, drugs and alcohol in any manner is not allowed in the theatre.

AWARDS

Middle School:

- Each Middle School group receives a rating based on judging criteria. The group receives a trophy with the Rating inscribed on the award plate.
- One Outstand Female Performer and one Outstanding Male Performer is selected from the entire group of Middle School presentations. These individuals are eligible to apply for Middle School Academic Rodeo Scholarships announced at the Awards Celebration. See the Academic Rodeo Scholarship page for details and forms.
- Up to 10 All Star Cast Members are selected from the groups.
- All Cast, Crew and Understudies receive a Certificate of Participation for their participation.

High School:

- 1st, 2nd, and 3rd places will be awarded in Monologues and in Duologues. Students placing may apply for High School Academic Rodeo Scholarships announced at the Awards Celebration. See the Academic Rodeo Scholarship page for details and forms.
- An overall Outstanding Female Performer and an overall Outstanding Male Performer from both Monologues, Duologues, and Musical Theater Solos may be selected.

Drama Festival
Specific Rules for Middle School One Act Plays

Each registered group may present 1 One Act Play in the Middle School Level.

THE DIRECTOR

The Director for One Act Plays must:

1. Select a play appropriate for the age group and challenging to the abilities of director and students.
2. Direct the play in a way that gives credit to educational theatre. Communicate to all students and their families the goals of the festival, rules, and restrictions regarding flash photography and videotaping copyrighted material.
3. Students should use of proper care of all stage equipment and facilities.
4. The principal should be familiar with the content of the play and give approval for its presentation on the Fine Arts Form to be submitted by the deadline in the contest Timeline & Checklist.
5. **Send a copy of the script with lighting and sound notes** by the designated deadline.
6. **Register all cast and crew, giving their roles** by the designated deadline**.**

PLAY SELECTION

Any play selected for entry in the One Act play festival must:

- Challenge the abilities of the actors and promote growth.
- Not offend the standards of the community through theme or language.
- Be written for children - Oftentimes, elementary groups attend the festival as a field trip.
- May be a production performed within the last 12 months.

PARTICIPATION NUMBERS

15 cast members, **4 crew members and 5 Understudies** from 6th-8th grade students may participate. The 5 registered Understudies give the group flexibility in the event of a significant event (large number of students with influenza, ineligibility of cast members, etc.) which could affect several cast members and make it impossible for the cast to perform. Understudies may assist with backstage activities. One director, plus 2 other adults, if needed, may participate in the production. A recorded voice-over is a sound effect and does not constitute a cast/character slot.

LENGTH OF PLAY/TIMING PROCEDURES

The play shall run for no more than **40 minutes**. Timing begins with the first sound or light cue and ends with the last sound or light cue. A professional stopwatch will be used. **Remind students that they are being judged from set-up through teardown.** They should indicate they are finished by stating, **"Clear."**

When possible in scheduling, plays will begin every hour and 10 minutes **OR** be scheduled based on indicated time from the One Act form. However, when many schools are participating, the schedule may be tightened with a minimal amount of time between plays to move the schedule along. Following the presentation of the play, the cast will have a strictly enforced time limit of 10 minutes to strike the set. The cast will immediately assemble at the stage for cast photo, followed by judge's critique. Then, the next performing play will have a strictly enforced 10 minutes to set up and the next play will perform. NO prompting of the actors during the performance of the play should occur.

Director and assisting adults may oversee set-up and teardown in a supervisory role and assist with extremely heavy objects that could present safety concerns. **However, the primary set-up and teardown should be done by the ensemble of students.**

ORDER OF PERFORMANCE

A random draw for the order of performance will be conducted as soon as the Academic Rodeo office receives the School/Group Registration form indicating the school plans to participate in the Drama Festival. Scheduling will consider the distance to be traveled when appropriate. Special scheduling requests should be made to the Academic Rodeo Director. The schedule of performance date and time will be posted online after confirmation of the school's participation.

FACILITIES AND SET

Theatre – Location of the productions will be indicated in the Drama Festival Timeline but is usually Building B (Mayfair Building) on the Fairgrounds. Each participating school will be allotted a 30-minute rehearsal time during the festival schedule for the cast and crew to become familiar with the logistics of the stage, lighting, and sound. Local schools may be asked or given the opportunity to rehearse on a day other than performance day, depending on schedule needs.

A layout of the building and stage area is provided on the Drama Festival page. It may NOT show every detail, so please be aware and make students aware of areas where they could easily fall off the stage.

There are **NO UIL set pieces** available for your use. You must provide all set pieces and scenery that you will use for the performance.

Scenery - Minimal scenery should be used for quick set up and striking. Temporary space will be available to store the scenery prior to the production. Academic Rodeo will secure the props and scenery in the locked building, but no group should include expensive and valuable items as they can be misplaced or damaged. Academic Rodeo is not responsible for the safety and security of these items. Each group should have an adult responsible for the safety of the scenery and props during the Festival hours.

Please carefully consider the use of “weapons” in the presentation of the play. These items should not be so realistic as to cause concern by audience members or others onsite. Even though merely props, these should be handled with care and any “fighting” scenes should be safely performed on the stage ONLY.

Lighting - A lighting system will be available. The Lighting Techs will be given instruction during rehearsal.

Sound - A sound system will be available. The school should furnish any unusual sound effects. The Sound Tech will be given instruction during rehearsal. Groups may bring recorded CD or directly plug into the system using a laptop or iPad for sound.

IF YOU ARE PERFORMING NEXT ON THE SCHEDULE

When cued by the festival manager, take your cast to the room designated to make final preparations for your production. Limited makeup is encouraged, and each school is expected to furnish its own

make-up. This room will **not** be locked and there is no security in the building; any valuables should be left at home. Cast and designated crew **ONLY** are allowed in this area. **No parents should be in Dressing Area unless they have a specific assignment and have been registered with the Director.**

PRE-SHOW SET UP PROCEDURES (10 MINUTES ALLOWED BEFORE PLAY)
When cued by the festival manager, **cast and crew** will be allowed 10 minutes to set up the play. Cast and designated crew **ONLY** are allowed in the backstage areas, including dressing rooms. **Parents should remain seated in the audience during this time and refrain from attempted conversation with students.** No props or scenery may be placed on stage prior to set-up time.

POST SHOW STRIKE (10 MINUTES ALLOWED AFTER PLAY ENDS)
Immediately after the performance, each school will have up to 10 minutes to clear the stage of set pieces and properties. These items should be neatly stored in the designated area. It is highly recommended that directors should rehearse pre-show set up and post-show strike with their companies. **Parents should remain seated in the audience during this time and refrain from attempted conversation with students.**

Specific Rules for High School Dramatic Interpretations

Dramatic interpretation enables students to develop skills common in other speech competitions, but also to select and condense literature suitable to the participant's personality and maturity and convey through characterization and narration the meaning of the literature selection.

Each registered group may register 3 Monologues and 3 Duologues for the Dramatic Interpretation portion of the Festival. Each group may register up to 3 Solos and 3 Ensembles (2 to 5 students).

The Monologues or Duologues may be Dramatic or Humorous. The Musical Theater selections should be songs from a Musical.

The script for each or the music for the song performed must be provided to Academic Rodeo by the deadline in the Drama Timeline. Scripts for Musical Theater should include the dialogue section immediately before and after the musical selection that are a part of the overall scene.

THE DIRECTOR/COACH

The Director/Coach must:

- Encourage students to select literary works or musical productions appropriate for the age group and challenging to the abilities of director and students.
- Coach the Dramatic Interpretations in a way that gives credit to educational theatre. Communicate to all students and their families the goals of the festival, rules, and restrictions regarding flash photography and videotaping copyrighted material.
- The principal should be familiar with the content of the literary work and give approval for its presentation on the Fine Arts Form to be submitted by the deadline in the Drama Timeline.
- **Send a copy of the script** by the designated deadline.
- **Register participants, giving their roles** (Monologue, Duologue, Solo, Ensemble) by the designated deadline**.**

SELECTIONS

1. Selections for Dramatic Interpretations should be cuttings from published novels, short stories, plays, poetry, or other printed materials. Bibliographic documentation is required for the selection.
2. Selections for Musical Theater should be published Musicals.
3. The presentation must be from memory, without physical objects (props, hand props, or scenery). One or two chairs will be provided off stage to be carried on stage and used, if desired.
4. Appropriate costuming may be used, or the presenter(s) may dress in black. Whatever the attire, it should not overshadow the interpretation itself.
5. The participant(s) should present a memorized introduction to set the scene and mood. The introduction must include the author and title of the selection. The introduction must not dominate the presentation. It should be obvious, for timing, when the presentation begins and ends.

6. The selection may NOT include any verbal or nonverbal communication that is offensive or in poor taste, in accordance with the standards set for the Drama Festival.
7. Coaches should discourage student from choosing literature that has no literary merit or is in poor taste.

Monologues:
Maximum time for introduction and presentation of the selection is 10 minutes, with a 30-second grace period. Exceeding the grace period will result in point deductions and may affect placing.

Duologues:
The presentation time including the introduction should not be less than 8 minutes or more than 15 minutes, with a 30-second grace period. Exceeding the grace period will result in point deductions and may affect placing.

Musical Theater:
The presentation should be one musical selection plus an introduction of no more than 2 minutes. For an ensemble, one or all of the group may present the introduction.

Drama Festival
Tips for Working with Your Students

One item related to deadlines . . .

Each year groups register, a schedule is set, and trophies are ordered based on the group registrations. It is only after numerous attempts to get Student Registrations when the deadline has passed, that a group may suddenly announce that it will not participate. Emergencies and unavoidable situations may occur that prevent the group from performing, and these are certainly understandable. However, groups which decide they will not perform, but do not take the necessary steps to drop from the Festival create problems in the schedule and ordering of unnecessary awards. So . . . .PLEASE drop, if you must, by the **Drop Deadline**. Otherwise, we will be expecting your student registrations to come in by the deadline and to see you perform at your scheduled time.

Please read the General Info for all Coaches and Sponsors.

Please provide scripts by the deadline posted, to allow the Judge ample time to become familiar with the work. These must be delivered to the Academic Rodeo Office at the ETSF Fairgrounds or mailed to arrive by the deadline.

Other things to note for One Act Play:

- Take advantage of, but do not exceed, the allowed number of cast members and understudies that may be registered for the One Act Play portion of the Festival and/or the number of entries allowed in the Dramatic Interpretation portion of the Festival.
- Be sure your students understand the format of their performances, and that they are competing from the moment they walk in to begin set-up until the last item has been removed from the stage and "Clear" has been called.
- Often a Back-Stage Award is voted on by Festival Volunteers and presented to recognize those groups that are exceptional to work with in rehearsal time and in dressing room areas.
- Remember that the entire Middle School One Act cast is invited to attend the Awards Celebration to accept the award for your group. Please RSVP with the names of those who will attend when requested to be sure that a seat is reserved for each of them.

Other things to note for All Performances:

- When possible, take advantage of the opportunity to watch performances of other schools.
- The Drama Festival brings high energy and enthusiasm to Academic Rodeo. Help students channel this energy appropriately and maintain respect for facilities and other performing groups.

Engineering Challenge

Teams of elementary and middle school students build
a Mars Rover and complete a series of tasks.
Contest Support provided by the Discovery Science Place of the University of Texas at Tyler

Contest Rules

(Revised July 2020)

See the Engineering Challenge Contest Manual for complete rules and procedures.

Levels of Competition

Elementary – Students must be in 3rd-5th grades.
Middle School – Students must be in 6th-8th grades

Schools with 3rd – 6th grades may have teams competing at two levels – Elementary and Middle School.

Mission of Engineering Teams

- ✓ Build a Mars Rover AND present the Rover in seven different areas at the Engineering Challenge Contest.
- ✓ The Rover MUST have a rock collection device and a rock storage area.
- ✓ Keep a Lab Notebook during entire process that MUST include:
    a. Timeline
    b. 3 itemized budgets
    c. Day-to-day notes
    d. Individual pie charts.
- ✓ Each team must do a verbal and poster presentation at the contest.

Other Information and Resources online or in the Engineering Contest Manual

The Design Challenge
Teacher Activity Manual
Responsibilities of Coaches and Participants
LEGO Information
Rover Construction and Display
Scoring Details
Lab Notebook
Engineering Design Process
Student Activity Manual
Things to Consider
Non-LEGO Allowable Elements
Rover Testing
Scoring Forms

Preparation

1. Schedule of competition is set after School/Group Registration is complete in October.
2. A date is set for pick-up of Lego Sets assigned to each team.
3. Teams may use their own Lego sets if they meet the requirements for the contest and have received approval from Academic Rodeo.

Contest Procedures

1. Each team is given an arrival time, allowing 15 minutes of set-up and preparation time before the team starts the process through each challenge. Teams may arrive earlier, but they must remain in the staging area and will not move ahead in the schedule unless another team does not arrive or has a catastrophic breakdown during their course run.

2. The team proceeds through these stations in the challenge: Weigh-in, Incline Test, Poster Presentation, Course #1, Course #2, and Course #3. Fifteen minutes are allotted for the first two stations combined and for each additional station. Factors related to breakdowns and other issues that may arise for the team could result in delays or disruptions to the schedule.
3. See the Engineering Challenge Contest Manual for specifics about the tests that occur in the Course.
4. Teams may not watch other teams compete before they run the course.
5. Teams are released when they have finished all challenges, set up poster and rover for display and turned in the Lab Notebook for evaluation. All teams will have a photo taken with the rover before leaving.
6. The rover, notebook, and poster display remain on display throughout the remainder of Academic Rodeo.
7. Results are announced within two days following the contest.
8. The coach or a representative must collect the Rover and display items AFTER the Awards Celebration, dismantle the Rover and inventory the components with the students. The Lego kit is then returned to Academic Rodeo within 1 month of the contest. Failure to do so can result in an invoice to your school to replace the missing kit – **$300 for the Elementary Set; $400 for the Middle School Set.** Those who fail to return kits promptly will not be allowed to check out Lego sets for future contests without making a deposit.

Awards

1st, 2nd, and 3rd place teams will be recognized in each contest level. In addition, special recognitions may be announced as determined by the judges.

Teams receive a trophy. The members of the team receive Place Ribbons.

Elementary students who place receive cash awards.

Middle School students who place may apply for Academic Rodeo Scholarships.

Members of teams who do not place receive a Participation Certificate.

Engineering Challenge

Working with Your Students

The following tips and suggestions may be helpful to you in working with your students.

- The **Student Activity Book** and **Teacher Manual** provide activities for working with your students. The challenges can be helpful in getting your students to work as a team.

- Get into the set of Legos early to be sure you understand how to work with the pneumatics and other components of the set. Too often, teams do not begin working with the Legos until late December or even January and do not allow enough time to create their Rover and make sure it can complete the challenges. Sponsors become overwhelmed and drop from the contest.

- You **MUST use pneumatics** to move the Rover. If you do not have a way to move the Rover other than lifting, pointing, and pushing go on the battery pack, you cannot complete the course. Teams doing this in the past have received major deductions for constant touching and repositioning the Rover. However, again, this will no longer be allowed.

- Some teams use remote controls. These can be purchased for approximately $15.00. Ask if you have problems finding an inexpensive remote. Share if you find a really good price so that it can be passed on to other teams.

- Remember that you **may register ONLY 4 students AND only those 4 students receive any awards**. Any alternates that work with the team CANNOT be registered and will NOT receive any awards from Academic Rodeo if your team places. IF these alternates attend the contest, they must remain to the side with the coach and parents. They may NOT be included in Academic Rodeo photos at the contest.

- Be sure that students begin completing the Lab Notebook **from the beginning** and include the required items, plus the entire process of participation from start to finish. The Team Member making an entry in the Notebook should initial the entry.

Kinder Critters Contest

Creative artistic expression is encouraged as Kindergarten students create "Critters" using common items and give the creations a creative name.

Contest Support provided by the University of Texas at Tyler School of Education and Psychology

Contest Rules

(Revised July 2020)

1. The contest is open to Kindergarten students only.
2. The project **MUST be completed at school under the direction of the teacher**.
3. Each student will create a "Critter" using supplies at school or from home limited to the following types of items: cotton balls, toothpicks, straws, pipe cleaners, paper, construction paper, tissue paper, paper clips, twigs, sticks, acorns, pinecones, fabric, buttons, yarn, ribbon, lunch size paper bags, play dough, modeling clay, thread spools, coffee filters, paper cups, Styrofoam balls, or other similar items. Items used should be able to withstand several weeks of display without deterioration during Academic Rodeo.
4. The student may use glue or any of the above items for connecting parts of the critter together.
5. Any use of hot glue should be done under the teacher's supervision with low temperature glue and glue gun that is safe for the student to use.
6. The Critter must be entirely created **by the student** without help from the teacher or other adults. The Critter created should be obviously prepared by a student of kindergarten age as indicated by the fine motor skills necessary to complete the project.
7. The teacher may use hot glue in attaching the Critter for display as listed below. This and attaching the name of the Critter is the only assistance allowed in the construction of the Critter.
8. The **Critter MUST fit into a shoe box** measuring no larger than 8" x 12" and will be placed and secured in the shoe box by or with the assistance of the teacher or other adult designated by the teacher. **The lid should be placed on top of the box for transport and storage.** It is preferred that the shoe box have a removable lid; however attached lids are accepted. Do **NOT** use plastic coffee cans or other types of containers. **Use a shoe box!**
9. Tape, hot glue, etc. is appropriate to be used for securing the Critter in the box by the teacher. When choosing how to secure the critter in the box, keep in mind that the box may be moved several times in judging and displaying.
10. The box **may** be covered with paint or paper by the student if desired, but again should be indicative of the fine motor skills of a Kindergarten student.
11. Limited accessory items for the critter made from the previously mentioned materials may be added to the inside of the box. These should also be appropriate to the skill level of the age.

12. The student should assign a name to the Critter which will be printed or typed on a label or paper and attached **inside** the box by the teacher **in a location that can be easily viewed**. Creativity of the name is considered in judging the entry. The name of the Critter will also be on the label attached to the shoe box top. The student or the teacher may print or type the Critter name after the student has decided on the name.

13. **The lid of the shoebox should be placed on top for transport to the Academic Rodeo and storage during the event.**

14. The identifying label used for Kinder Critter Contest and for Art Contest should be placed on the **outside/top of the shoe box lid** in the top upright position and should include student's name, grade, name of critter, signature of teacher, name of school and school district. This allows for quick check-in when the entry is submitted. This label will not be visible for judging or display.

15. Signature of teacher affirms that the entry was created by the student at school without adult assistance.

16. **Six total entries from the school or group** may be selected for submission to the Academic Rodeo Kinder Critter Contest.

17. Kinder Critter entries selected by the school or group to be represented in the contest must be submitted by the date designated on the contest timeline. Judging of entries will occur at a later time. **Students are not required to be present for the judging.**

18. Kinder Critters will be judged based on creativity and uniqueness of the Critter as well as creativity and appropriateness of the name.

19. The committee of judges will evaluate the entries and award first, second and third place winners and up to three honorable mention entries.

Awards

1st, 2nd, and 3rd places awarded plus up to 3 Honorable Mention awards
The 1st, 2nd, and 3rd Place students also receive a cash award.

Kinder Critters Contest

Tips for Working with Students

Kinder Critters projects are submitted in November or December to allow time for judging in the late fall with announcement of results in January.

Tips for making the critters:

- Think of Kinder Critters as Art meets Mindset Breaking Experience for Kindergarten students.
- Provide many common items for the children to choose from in selecting items for their creations.
- Do NOT provide a "model" for the students to follow. If you do, you will get many of the same thing with slight variations.
- Instead, allow children to be creative.
- You may want to discuss creatures or critters to let them form ideas of what this creation may be. Encourage them to create a new creature or critter unlike any other.
- Many children make familiar creatures – giraffes, spiders, elephants, etc. – which is perfectly fine. However, the truly creative "Critter" is one that comes from the child's imagination. Encourage that creativity rather than having all students do a similar project.
- Allow the child to make the critter in any form desired, using whatever materials available are of interest.
- Do try to keep the critter contained within the "walls" of the box so the lid can be placed on the box and it can stack easily on others.
- Many like to decorate the outside of the box with paper or paint. This is perfectly fine but discourage attaching items to the outside of the box. Try to contain the creation within the box, again making storage and display easier.
- The label provided on the Kinder Critters page goes on the bottom of the box. It does not need to be visible when the critter is judged and displayed.
- The teacher or the student may print the name of the Critter and attach inside the box in a visible place for consideration in judging. Again, allow the child to be creative in naming the critter.

Mathletics

Challenging math competition for teams of students in Grades 4 and 5
Contest Support provided by the University of Texas at Tyler School of Education and Psychology

Contest Rules

Updated July 2020

Mathletics will include individual written questions in the written qualifying test and hands-on team activities in the final round. Questions will be taken from the skills outlined in the Texas Essential Knowledge and Skills document for upper elementary. Strands will include the full range of the curriculum, including numeration, algebraic concepts, measurement, geometry, probability, and statistics, applied computation, estimation, and problem solving. In addition, some middle school questions and enrichment topics will be included to identify the highest-ranking teams. Furthermore, non-routine problems requiring original and critical thinking will be incorporated. Mastery of terms in mathematics vocabulary, as well as the basic skills of computation, is essential to solve the problems, many of which will be in stated problem format.

Teams
All elementary school teams are invited to participate. Each school may send **two teams**. The teams **must** consist of an equal balance of students in fourth and fifth grades and be composed of **six students** and should have an equal mix of boys and girls. **All six students** compete in the written portion of the contest.

Panel of Judges:
An independent panel of judges will serve to resolve all issues that might arise pertaining to rules or solutions in the competition.

Protest Provisions:
The contest coordinator and judges will serve to resolve all issues that may arise pertaining to rules or solutions in the contest.

1. **A protest for any reason must be lodged before the winning team is announced in competition.**
2. **Only the team sponsor may lodge a protest.**
3. **The moderator will clarify this protest provision at the beginning of the competition.**

The judges will retain the right to disqualify any team when parent(s) or representatives other than the team sponsor/teacher interfere with the flow of competition.

In Case of a Tie in the final round of competition, the team scores from the qualifying written test or other options as determined by the contest director will be used to determine a winner.

General Contest Procedures:
1. All teams arrive at the designated check-in time on the day of the contest and wait in the holding area until called into the competition area.
2. Students will be seated at tables for the written portion of the test.
3. Pencils are provided for the students.
4. After all teams are seated, instructions will be given to the participants.

5. As each student completes the test, he or she turns booklet and answer sheet face down on the table and sits quietly until all others have finished and time is called.
6. At the end of the written test, contest coordinators will collect all tests, scratch paper, and pencils.
7. Teams will be released to have lunch off-site or in the holding area as determined by the team sponsor. Schools may bring coolers and sack lunches to eat onsite.
8. Tests are scored during the lunch break by volunteers. Sponsors may be asked to assist.
9. Teams return to the holding area after lunch for announcement of advancing teams.
10. The top 10 teams are announced.
11. **The top 4 scoring students on the written test for those 10 teams immediately take their place at assigned tables to begin the Final Round.**
12. All other students, teams, sponsors, and parents may watch the Final Round.
13. At the end of the problems, winners will be announced if scoring is complete.
14. If it is necessary to break ties, results may not be posted for several days.

Awards

1st, 2nd, and 3rd Place Teams are recognized and 1st, 2nd, and 3rd Place High Scoring Individuals from the Written Test.
The placing teams receives trophies. Members of the placing teams receive a Place Ribbon. Any placing student receive a cash award.
Members of teams which do not place receive either a Top 10 Certificate or Participation Certificate

Preliminary Written Test

A qualifying written test will determine those teams which will advance to the final round of the Mathletics Contest. The written test is to be taken individually by the 6 team members. **The qualifying written test is closed to spectators because of the nature of the assessment.**

Format for the Written Exam

1. Students have 1 hour to work on the preliminary written test. When time is called, all work must cease. There are 50 problems on the test. Students will not know how to work all the problems and may run out of time and not finish the test. It is important that the student finish as many problems as possible. If there is time left, the student can go back and work on the problems he or she did not immediately know how to solve. No incomplete papers will be accepted before time is called.
2. Test booklets will be on the table when students are seated, but these should remain unopened until the student is directed to open. Opening and looking at the test before instructed could result in disqualification of the student.
3. Students may NOT talk during the written test and should avoid distracting behaviors such as repeatedly tapping a pencil on the table.
4. Students may not bring any items or materials into the testing area. Pencils and paper will be provided. If students wear watches, they must not have a calculator feature.
5. Students may not bring any items or materials out of the testing area.
6. Sponsors, alternates, and parents may stay in the testing room for introductions and directions but must stay in the holding area during the written test.

7. Pencils and scratch paper are provided at each table. If more is needed, student should raise his or her hand.
8. Students should not get out of their seat for any reason. If a student has an emergency or special need, he or she should raise a hand to receive assistance from the contest proctors.
9. Students may not ask questions of the proctors about how to solve a problem. The purpose of the test is to see how well individual students can "figure it out." No one may interpret a problem for a student or give a definition of a vocabulary term at any time during the preliminary test. However, if a printing problem has cut off a question or made a question unreadable, students should not hesitate to ask for clarification.
10. If a question has 2 answer choices that are correct, select the best answer. The answers must be expressed in lowest terms for fractions and measurements. In the completion section, make sure that you label the units in the answer if the problem involves measurement.
11. The test has 30 multiple choice items. Show the work on the test booklet and fill in the answer on the answer sheet. Make sure that the answer sheet is completed before time is called. The answer sheet is the official document that will be scored. Students will not be allowed to make any changes or additions to the answer sheet after time is called.
12. The test also has 20 items for completion. Solve the problems in the test booklet and write the answer on the answer sheet. All scratch paper used for solution should be turned in with the test.
13. Students who finish the test early will not leave the testing area. They will turn test and answer sheet face down and wait quietly until time has ended. They will not be allowed to talk while waiting for the time to run out. Students are encouraged to take the entire hour to complete the test and check their answers.
14. Students who do not follow the rules of the competition will be disqualified.
15. The decisions of the judges are final.
16. All tests will be scored, and scores combined or averaged for the team score.
17. Ten teams will qualify for the Final Round based on their total team scores.

Final Round

The 10 teams with the highest team scores on the written qualifying test will advance to the final round of competition. The four team members with the top scores on each Finalist team will compete in the Final Round. Unlike the preliminary written test, the final event is a team competition. Sponsors and parents are invited to watch this competition.

The final round will focus on team competition and will consist of a mixture of short answer questions, stated problems, and problems that require a "hands on" solution. Each team will be seated at an individual table and will be equipped with the materials needed for the competition. A moderator will be either seated or standing at a visible spot for the teams. One or more judges may be assigned to watch the interaction at each table. The winning teams will receive points for correct solutions. The team compiling the most points will be declared the winner of the competition. In the "hands on" non-routine problems, points will be awarded to a team based on a rubric which will consider the correct answer, the originality of the solution, and the teamwork that contributed to the solution.

This final round will focus on team competition and will consist of a mixture of short answer questions, stated problems, vocabulary, and problems that may require a "hands on" solution as well as logical

thinking skills. The competition organizers try to find problems that are non-routine and require higher levels of thinking as well as a team strategy to solve. There will be a time limit on the problems.

The correct answers will be shared after time is called and the judges have scored each table. However, the cumulative scores of the teams will not be revealed during the competition because experience has shown that it is demoralizing to the students who fall behind.

Parents and teachers are encouraged to attend; however, the gallery of observers must remain quiet during the team work sessions and should not signal or communicate with the teams in any way.

Final Contest Format

1. The only materials to be used in solving the problems are pencil, paper, and any items or materials provided by the judges.
2. Students can talk during the team problem solving. When the moderator is speaking, students and audience should be especially quiet to hear and understand the instructions.
3. Students may move around their table to work but may not walk to the tables of other teams.
4. The audience should not assist the teams in finding answers in any way.
5. The decision of points awarded by the judges is final.
6. All work and talk must cease when time is called on a problem.
7. Students must not ask a judge or proctor how to solve a problem, what a word in a problem means, or any interpretation that might assist in the solution.

There are several group problem-solving activities that will be timed at about 5 minutes each. Judges will score the problems based on a stated criterion. The point value of the problems will be shared with the students and the audience. These problems may require computation that is appropriate for grades 4-5: however, they will also require logical thinking, problem solving skills, and a command of mathematics vocabulary.

Short answer lightening rounds will be interspersed between the 5-minute problems. One minute will be given for writing the solutions for most of the short answers with problems counting 2 points each.

Tips for Coaching

The following tips and suggestions may be helpful to you in working with your students.

- Work with your team(s) to be sure they understand the rules and how each round of the contest works.
- Be sure that your teams are **evenly represented by boys and girls, as well as by 4th and 5th grade students.**
- Review the resources available for preparing your students. These are available in the documents section of the Mathletics page.
- Practice problems are available on the Mathletics page.
- Practice problems from other Math competitions can be helpful.
- Some problems in the contest will be above level for the students and involve methods and concepts not included in 4th and 5th curriculum.
- Students do not bring any supplies to the contest.
- Remember that only the top 4 scoring students on a team represent any team in the Finals. However, if the team places, ALL team members receive the appropriate award.

Mindset Breaking Experience©

A challenging team event in which each team will demonstrate its collective ability to think divergently in solving problems and be scored on the creativity and effectiveness of solution
Contest Support provided by the University of Texas at Tyler School of Education and Psychology

Contest Rules

(Revised July 2020)

1. Each participating school should choose a team of 5 to 7 members for the appropriate competition level(s). All team members must be enrolled for the current school year in one of the grades that fall within one of the levels of competition. All team members do **not** have to be in the same grade.
2. A school my register **one team from each level** – primary, intermediate, middle school and high school - if all levels exist at the school campus.
3. There may be one team per campus per competition level regardless of the grade level make-up of other schools in the district. For example, a 5th and 6th grade campus may have an intermediate level team and a middle school level team. A campus with Kindergarten through 2nd grade may have a primary team, while a nearby school in the same district with 3rd through 5th grades could have an intermediate team. A school in another district with Kindergarten through 5th grades could have a primary team AND an intermediate team.
4. Only students whose names appear on the official contest roster prepared from the Student Registration Form submitted by the school may compete.
5. If substitutions are made after the registration form has been submitted, changes must be submitted prior to the beginning of the competition using the Add/Drop Form or at Check-in.
6. Schools are encouraged to register the maximum of seven in case something unforeseen arises and team members are unable to compete. Teams may compete with only four members when the team has been placed in unusual circumstances because of extreme illness or other incident at the school. The Academic Rodeo Director must be contacted to request this exception.
7. Typically, a Preliminary Round is held to determine 6 or more teams to advance to the Final Round. When a low number of teams register for a level, the Preliminary Round for that level may be eliminated.
8. Each team will be given an open-ended problem to solve. The problem may be any of the following types or any combination of types:
   a. **verbal** - a problem with a solution based solely on oral or written language
   b. **tactile** - a problem with a solution physically "built" using the materials provided
   c. **kinesthetic** - a problem with a solution that effectively incorporates the actions of the team members.
9. The time limit for a team to complete a solution will vary from three to twelve minutes depending upon the nature of the problem.
10. Each team in a level will receive the same problem. Teams will be kept isolated from the audience and competition area until after completion of the problem. A team receiving assistance or intervention from an audience member will receive a penalty deduction from its final score at a minimum or may be disqualified. Any participating team member or spectator from a participating school giving assistance to another team will receive a penalty deduction for his/her team or his/her school's participating team at a minimum or may be disqualified.
11. The judging panel will consist of trained judges and a timekeeper. The final score will be an average of the judges' scores.

12. Scores will be based on individual and collective responses to the problem with the higher scores for more creative responses and lower scores for common responses. The team with the highest average score shall be ranked first, the team with the second highest average score shall be ranked second, and the team with the third highest average score shall be ranked third. Ties shall be broken using the average number of creative responses given by the team. The team with a higher number of creative responses will be ranked higher, thus breaking the tie.
13. The team should be prepared to accept oral and/or written instructions before executing a solution to a problem.
14. A student may compete on only one team.

Format at Preliminary Round in November

- Arrive at least 30 minutes prior to your scheduled competition time to check-in at the Holding Area.
- You will remain in the Holding Area until your scheduled time. You may bring snacks/lunch for your students and leave in the holding area while you are competing. You may also bring cards and/or quiet games for your students while waiting.
- Collect any student cell phones and iPad upon arrival. Electronic devices may not be used in the Holding Area to ensure the security of the problem.
- Each team member and coach will review and sign the "Problem Security" form agreeing to keep the problem secure by not discussing the problem outside the competition room and not having any contact with others who have seen the problem.
- Depending on the format of the problems, several contest rooms may run simultaneously, or several teams may work simultaneously in the same area. Typically, in the Prelims, multiple teams in a level will compete with the same problem at the same time.
- 3 teams (when there are 2 rooms or groups) or 2 teams (when there are 3 or 4 rooms or groups) will advance to the Final Round from each room or group.
- Parents are welcome to attend. Remind them to arrive at least 20 minutes in advance. Provide them with guidelines for expectations.
- Students arriving with parents rather than coaches should be instructed to go directly to the Holding Area and wait for the Coach before checking-in.
- **Students being in the competition room before their scheduled competition time could result in the student's team being disqualified.**
- Remember that your students cannot have contact with anyone who has seen the problem prior to their competition. Doing so can result in disqualification.
- Finalists are announced within 15 to 20 minutes of the last team of the group competing. A random draw is conducted to determine competition order of the 6 finalist teams at the Final Round.

Format at Finals in January or February

1. **No changes** to registered team members can be made. For this reason, it is important to register the maximum number of students in the Fall.
2. Competition procedures for the Finals involve individual teams competing in the group until all finalists for the level have competed. This will typically occur every 15 minutes or according to the schedule. Remember to arrive approximately 30 minutes prior to your scheduled competition time.
3. Results will be announced at the end of each level of competition.

Awards

1st, 2nd, and 3rd places are awarded at each level.
The placing teams receives trophies. The members of the placing teams receive Place Ribbons.

Elementary students who place receive a cash award. Middle and High School students who place are eligible to apply for Academic Rodeo Scholarships.

Students from teams which do not place receive a Finalist Certificate or Participation Certificate.

Tips for Coaching

The following tips may be helpful.

- It is suggested that schools choose alternates **for preparation purposes only.** This gives you flexibility if students should become ill, ineligible, or have other reasons that prevent their participation **BEFORE** your register your team. **HOWEVER,** these Alternates may **NOT** be registered as a part of the team. **Only register 7 team members and only those 7 will receive awards** if the team places. You may substitute team members up until the day of the Prelim Competition.
  After the team competes in the Prelims, it **MUST** remain the same if it moves on to Finals. **ONLY** students registered to compete in the Prelim, may compete in the Finals if the team advances.

- Creativity is an element that adds dimension to problem solving. So often in the classroom setting, learners rely upon memorization to bring closure or to find solutions to problems, but when creativity is interjected into the experience and spontaneity is required, a fresh new way to solve problems arises. This method takes all the learned ideas and builds upon them using a "real world" technique.

  Creative thinking builds on five abilities: fluency, flexibility, originality, elaboration, and evaluation. For the problems in this contest, all these abilities must be applied in a quick, spontaneous manner. Fluency is the ability to generate many ideas. Flexibility is the ability to shift thinking from one category of ideas to another. Originality is the ability to think of and to recognize unique ideas. Elaboration is the ability to develop an idea for clarity. Evaluation is the ability to judge the appropriateness of an idea in relation to the problem or situation. These five abilities overlap but can be exercised separately or in combination. The problems in this contest are designed to encourage the development of all five of these abilities by individuals and by a team. Problems are a variety of verbal, tactile, and/or presentation.

  Use a variety of coaching techniques.
  - First, encourage learners to be fluent and flexible, avoiding premature closure.
  - Second, encourage learners to avoid mindsets produced by lines on a page or characteristics of building materials. Urge them to move beyond the conventional boundaries. "If it doesn't say you can't, then you probably can" **within** boundaries.
  - Third, help learners recognize group dynamics and how to effectively use them.
  - Finally, let contest be a springboard to other adventures in creativity and life-long learning.

- Sample problems are available on the Mindset Breaking Experience page on the website.

- Materials used in such competitions as Odyssey of the Mind and Destination Imagination may be useful in preparing your team to think creatively.

- Having students from different grades in the level allows you to build your team over time, always having students with experience and others who are new and bringing new creativity to the group.

Pentathlon

Teams of students in grades 9 through 12 compete to complete math, science, and engineering activities in five rounds of competition

Contest Support provided by the University of Texas School of Education and Psychology

Contest Rules

(Revised July 2020)

Teams
All high schools are invited to participate. Each school may send **up to two teams of four students**. The teams must consist of **no more than two students from grades 11 and 12 and should be a mix of both boys and girls**. Schools may choose to identify alternate students for their purposes, but **only four students** should be registered with Academic Rodeo. Substitutions are allowed the day of the contest.

Panel of Judges:
An independent panel of judges will serve to resolve all issues that might arise pertaining to rules or solutions in the competition.

Protest Provisions:
The decision of the independent panel of judges will be the final word on problems that are protested. If the panel of judges cannot reach a consensus on a particular problem, that problem will be eliminated, and another problem presented.

1. A protest for any reason must be lodged before the winning team is announced in the competition.
2. Only the team sponsor may lodge a protest.
3. The moderator will clarify this protest provision at the beginning of the competition.

The judges will retain the right to disqualify any team when parent(s) or representatives other than the team sponsor/teacher interfere with the flow of competition.

In Case of a Tie: In case of a tie in the final round of competition, the team scores from the qualifying written test will be used to determine a winner.

CONTEST FORMAT
Check-in:

1. Teams arrive for check-in at the designated time in the Contest Schedule.
2. Coaches will check team lists for correct student placement and correct spelling of the students' names. **This is important!** These lists are used for printing certificates.
3. Tables with signs designate the location for each team during the Testing Rounds and the Quiz Bowl Round
4. Breaks will be provided as needed during the day.
5. Pencils are provided for the written test rounds.
6. All materials are provided for the Engineering Build.

The contest will consist of five rounds. The rounds will be a mix of topics and methods of competition. Each round will be timed and scored according the rules for the specific round. Rules for the rounds follow.

Rounds 1 & 2 – Written Tests – approximately 60 minutes
Each team member will select two different tests from Biology, Chemistry, Physics, and Mathematics. All four tests must be taken by two different team members.

Round 3 – Team Quiz Bowl – approximately 30 to 45 minutes
Scoring based on whether answer is correct and extra points based on order of answering question

Round 4 – Engineering Project Build – 2 hours inclusive of lunch time

Round 5 – Engineering Task Completion – Timed Activities
Timed items affect score. Overall time affects score. Course options offer increased scoring potential.

Awards

1st, 2nd, and 3rd Place teams will be awarded. The team will receive a trophy and each team member will receive a Place Ribbon and will be eligible to apply for Academic Rodeo High School Scholarships.

1st, 2nd, and 3rd places will be awarded to high scoring individuals in each written test and they will also be eligible to apply for scholarships.

Members of teams which do not place will receive Participation Certificates.

Tips for Working with Your Team(s)

The following tips and suggestions may be helpful to you in working with your students.

- Remember that **only 2 of the team members** on each team may come **from 11th and 12th grades**.
- Do include **both boys and girls** on each team.
- Consider the strengths in choosing the students for each team. With a vast array of Math and Science subjects, you need students with varied experiences and expertise.
- Remember that each of your 4 students on a team will take two of the written tests -– Mathematics, Biology, Chemistry, and Physics – and all tests must be taken by two different team members. Consider courses students have taken in determining strengths for each of these.
- UIL Study Materials in Math and Science are good resources to use in preparing the students.
- Bring a signed Release and Indemnification Agreement (on the Pentathlon page) for each student.
- The Engineering portion of the contest will involve constructing and/or using materials in a different way to accomplish the tasks required in the final round.

Science Fair

A variety of Science activities offered in Academic Rodeo
Contest Support provided by the University of Texas at Tyler School of Education and Psychology

General Contest Rules

(Revised July 2020)

The purpose of the Academic Rodeo Science Fair is to encourage scientific experimentation and study. There are 4 Divisions in the Science Fair Contest:

- Class Display – Class research project (Kindergarten, 1st, or 2nd) classes under the teacher's direction.
- Experimental – 3 levels of competition for Elementary (grades 3 through 5), Middle School (grades 6 through 8), and High School (grades 9 through 12)
- Models and Demonstrations – 3 levels of competition for Elementary (grades 3 through 5), Middle School (grades 6 through 8), and High School (grades 9 through 12)
- Scientific Drawing or Illustration – 3 levels of competition for Elementary (grades 3 through 5), Middle School (grades 6 through 8), and High School (grades 9 through 12)

Contest Format

2 to 3 Weeks Prior to Contest:

- All Scientific Illustrations and all Journals/Notebooks for Experimental and Demonstration projects are submitted for judging.
- Each entry is assigned a number based on the level, division and/or category of the project. Numbers are specific to categories and divisions. For example, all Elementary projects are in the hundreds and the hundred level determines the category (100s for Behavioral, 200s for Biological, 800s for Illustrations, etc.), Middle School projects are in the 1000s, and High School projects are in the 10,000s.
  This number is used to label **all components** of the project by Academic Rodeo, including score sheets. IF the entry is entered in the wrong category or division when registering the student, score sheets pulled for the judges may be incorrect. PLEASE look carefully when selecting the Division and Category for the entry AND notify Academic Rodeo immediately if a change is made. Changes will be made at check-in as needed but may result in the project being displayed in the wrong group.

At the Contest:

- Students with Experimental or Model/Demonstration projects attend on Contest Day. Students in Scientific Drawings or Illustrations Division do not have interviews and do not have to attend the contest. Kindergarten, 1st Grade, and 2nd Grade Class Displays are display only and students do not attend.
- On Contest Day, a 1 to 2-hour window is available for set-up of projects by students and/or teachers or other designated adults. See **Science Fair Timeline** for schedule.
- At set-up, a card will be in place on the table to indicate the project that is to be placed in that space. The card will indicate the assigned project number (done by Academic Rodeo), Division, Category, Level, Student Name, Grade, and School. Please notify the check-in volunteers if anything is in error. Approximately 3 projects fit on each side of the 8-foot table.

- After project has been set-up, teachers and students may leave to return at the scheduled time for the contest interviews and/or may explore other contest entries on display. This is a good time for taking photos of the student with the project. You may NOT take photos while interviews are occurring.
- When judging begins, students are called in small groups to stand by project and be interviewed by one or more judges. The process may be staggered to have younger students arrive first with secondary students arriving later, shortening the length of time at the contest. When enough judges are available, all levels will be judged simultaneously.
- Once the student has been interviewed, he or she is free to leave.
- Teachers and parents must remain in the seating area or may look at entries from other contests that are NOT within the judging area. **No one** is to be in the judging area other than judges, students, and volunteers while judging is occurring. Any photos with projects should occur before judging begins or after judging has ended.
- Students with entries in both Science Fair and Computer Science and students with Science Fair entries who are competing in Pentathlon will be given flexibility as needed in when the projects will be judged at the contest.
- Results are posted within 2 to 3 days.

Resources

There are many good overviews of how to develop experimental science projects on the internet.

The Globe Project – https://www.globe.gov/news-events/globe-events/virtual-conferences/2020-international-virtual-science-symposium/resources - provides several helpful resources:

- Steps in the Scientific Process
- Sample Research Report
- Worksheet to Evaluate Possible Research Questions
- Ten Secrets to Giving a Good Scientific Talk
- Classic Poster Template PowerPoint
- Creative Poster Examples

An overview of project and Journal elements will be available on the Science Fair page.

Awards

1st, 2nd, and 3rd places are awarded in each level in the Scientific Illustrations Division.

1st, 2nd, and 3rd places are awarded in each category of each level in the Experimental Division.

1st, 2nd, and 3rd places are awarded in each level in the Models/Demonstrations Division.

Elementary students (3rd – 5th grades) who place in one of the above Divisions will also receive a cash award.
Middle and High School students who place in one of the above Divisions are eligible to apply for Academic Rodeo Scholarships.
Students who do not place receive a Participation Ribbon.

In the Display Division for K-2nd Grades, a Rating MAY be awarded for the class project. Students in each group will receive ribbons. No cash awards are awarded in the Display Division.

SCIENCE FAIR DIVISIONS
CLASS DISPLAY PROJECTS

The **Class Display Division** is designed for Kindergarten through 2nd grade classes to complete a **class** research project and encourage an interest at an early age in scientific research. Up to 3 projects from each grade level (K-2) at the school will be accepted.

- The entire class will work together under the supervision of the classroom teacher to select a topic for research.
- The Scientific Method MUST be used throughout the project.
- The classroom teacher will present information to the class to inspire and support their research project. Students may be assigned small group or individual research activities to contribute to the background knowledge for the project and assist the entire class in developing the hypothesis and research activities.
- The components of the project should be suitable for the age of the students in the class.
- A Journal/Notebook should be maintained throughout the project giving details about the purpose and hypothesis, procedures and experiments performed, results, and conclusions of the class. Include individual and group graphs and charts to support the project information. Some groups have each student complete a Journal. Some groups submit one Journal for the entire group. Regardless of the option chosen by the group, evidence of each student's participation should be obvious from the Journal or Journals submitted.
- Prepare a display of the project and its results. The display will highlight the information contained in the Journal or Notebook.
- Submit a short description of the project with a photo inserted into the document to display during the Virtual Academic Rodeo. Do NOT put this in the Journal. It should be entitled Project Summary and be given to the staff separately when submitting the project.
- Set-up can be by the teacher only or by the teacher and some or all of the students.
- Projects will receive an Achievement Level – Satisfactory, Good, Outstanding, Superior – and will receive some type of award to be displayed in the classroom. Each student will receive an appropriate ribbon. NO cash awards are presented at this level.
- The class is not required to be present for judging. Schools are encouraged to bring their classes after the Science Fair has been judged to see all exhibits.

SCIENTIFIC DRAWING OR ILLUSTRATION

Scientific Drawing or Illustration Division will allow students to submit scientific drawings of various science principals and organisms. A scientific illustration could be thought of as operating on three levels:

1. A simple line diagram that is an accurate visual description, a plan or map
2. An illustration that visually conveys the subject accurately but incorporates specific details such as color, patterns, etc.
3. Artwork that is an illustration based on all of the above but is also aesthetically pleasing
4. Accuracy in terms of shape, scale and proportion, and related parts is important, regardless of the amount of detail.

Scientific correctness will receive the heaviest weight in scoring, but artistic attributes will be considered.

The drawing (**size between 8”x10” and 11”x14”**) must be mounted on poster board, no larger than 12”x18”. Do **NOT** use foam board or canvas for mounting drawing as it cannot be displayed when projects are placed on boards with push pins.
Students must work alone in this division.
Up to **6 entries** per contest level (E, MS, or HS) are allowed per school.

EXPERIMENTAL PROJECTS

The Experimental Division includes projects involving scientific research and experimentation.

Project Requirements
Each Experimental project should include the following items. See the Science Fair Score Sheet to see how each item is scored.

- **Journal** with supporting research that has guided the student’s development of a hypothesis and research methods. It should show the entire process from developing the hypothesis and procedures through the daily planning and research to completion of project with results and conclusions.
- **Project Board** –The board should be free-standing and no larger than 4’ X 4’. It is a concise and attractive display highlighting the components of the project.
- **Visual aids** or other display items to explain the project and its results
- **Student Interview** – This is done at the contest when judges are present.
- **A one page Abstract and photo** which details the projects research procedures and results (for experimental) or gives an overview of the principle modeled. – This will be used to display in a notebook during the virtual Academic Rodeo on display during the East Texas State Fair. The Abstract should be labeled on back and submitted with the photo apart from the Journal.

General Guidelines for All Projects:

1. All projects **must** be designed to experimentally test a hypothesis.
2. Each project must have been researched and developed within the last 12 months. If the project is an ongoing, long-term project, designation of work done in the last 12 months must be shown.
3. **Students may work alone or in teams of 2 with each documenting his or her portion of the work in the Journal/Notebook.**
4. Projects may **NOT** use chemicals or flammable materials that could be deemed dangerous or hazardous to the health of the general public. Chemicals, tissue samples or any element that would be dangerous or hazardous to the health of the general public may not be displayed at the Academic Rodeo Science Fair. Photographs of experiments are acceptable.
5. Display Project Board MUST be freestanding and no larger than 4' X 4'. Academic Rodeo will provide tables for all displays. Tables will **NOT** be against walls, thus the need for freestanding boards. **Display boards should be labeled on the top left back with the student name, grade, category, and school.** Any display items should be marked as belonging to the student in some way.
6. **Journals should be labeled** for identification on the top left corner of the back of the journal with the student’s name, grade, school, and category. Academic Rodeo will assign a number for the project and the journal will be labeled with that number on the front for judging purposes.
7. Judging of entries in the **Science Fair** will occur on the set date and time designated on the Timeline. Displays must be set-up no later than one hour prior to the time set for judging. See

the Contest Timeline for the set-up time frame.

8. Student should be present for judges' interviews during the time specified for judging. The interview plays a significant role in scoring of the project. Project of any student not present will be judged, but she/he will not receive the points given for an interview. It will be almost impossible for a student absent from judging to place in the top three.
9. All projects entered will be displayed throughout the remainder of Academic Rodeo and photos of the projects when available will be on display in a Virtual Academic Rodeo during the East Texas State Fair.

Experimental Categories:
NOTE that Earth/Space is NO LONGER a category.

1) **Behavioral Sciences:** The study of animal and human behavior – Projects related to animals and humans should be limited to observations of behavior, perceptions, etc. and should not cause harm in any way.
2) **Biological Sciences:** The study of plants, microorganisms, and life processes - (Projects related to animals and humans should be limited to observations of scientific principles, perceptions, etc. and should not cause harm in any way. For example, an individual should not remove needed medications from a subject to observe results of the loss of that medication.)
3) **Chemistry:** Physical chemistry, organic chemistry (other than biochemistry), inorganic chemistry, soil chemistry and related chemical processes
4) **Environmental:** Pollution (air, water, land), pollution sources and their control, waste disposal, impact studies, environmental alteration (heat, light, irrigation, erosion, etc.), ecology.
5) **Physical Science (Physics**): Physical properties at work, materials, plastics, fuels, pesticides, metallurgy, etc.

Each school may submit **6 projects** in each level in any combination of the 6 categories.

MODELS AND DEMONSTRATIONS

Models and Demonstrations Division involves students presenting a model and/or demonstration of a scientific principal.

Project Requirements
Each Experimental project should include the following items. See the Science Fair Score Sheet to see how each item is scored.

- **Journal** with supporting research – Project cannot be judged without Journal/Notebook. It contains research about the scientific principle or phenomenon represented in the project and provides conclusions about what was learned by doing the project.
- **Project Board** –The board should be free-standing and no larger than 4’ X 4’. It is a concise and attractive display highlighting the components of the project.
- **Visual aids** or other display items to explain the project and its results
- **Student Interview** – This is done at the contest when judges are present.
- **A one page Abstract and photo** which details the projects research procedures and results (for experimental) or gives an overview of the principle modeled. – This will be used to

display in a notebook during the virtual Academic Rodeo on display during the East Texas State Fair. The Abstract should be labeled on back and submitted with the photo apart from the Journal.

General Guidelines for All Projects:

The student(s) must:

a. Research the scientific principle or phenomenon and give adequate background information to show an understanding of the principle, including why the event occurs and factors which relate to or may influence the outcome or significance of the event.
b. Describe what the model or exhibit shows and why the materials used demonstrate the principle
c. Give conclusions about what was learned in the preparation of the model.
d. Students may work alone or in teams of 2 with each documenting his or her portion of the work in the Journal/Notebook.
e. Display Project Boards MUST be freestanding and no larger than 4' X 4'. Academic Rodeo will provide tables for all displays. Tables will **NOT** be against walls, thus the need for freestanding boards. **Display boards should be labeled on the top left back** with the student name, grade, category, and school. Any display items should be marked as belonging to the student in some way.
f. The **Journal/Notebook** must include credits for all sources used. The Journal/Notebook is critical in scoring of the project and the project will be considered ineligible without it and the research component of the Journal/Notebook.
g. **Journals should be labeled** for identification on the top left corner of the back of the journal with the student's name, grade, school, and category. Academic Rodeo will assign a number for the project and the journal will be labeled with that number on the front for judging purposes.
h. Judging of entries in the **Science Fair** will occur on the set date and time designated on the Timeline. Displays must be set-up no later than one hour prior to the time set for judging. See the Contest Timeline for the set-up time frame.
i. Students should be present for judges' interviews during the time specified for judging. The interview plays a significant role in scoring of the project. Project of any student not present will be judged, but she/he will not receive the points given for an interview. It will be almost impossible for a student absent from judging to place in the top three.
j. All projects entered will be displayed throughout the remainder of Academic Rodeo and photos of the projects when available will be on display in a Virtual Academic Rodeo during the East Texas State Fair.

Up to **four projects** may be entered in this division at each level of the school.

Science Fair

Tips for Working with Your Students

The following tips and suggestions may be helpful to you in working with your students.

- Start projects early with completion scheduled well in advance of the deadlines for submitting journals and projects. Remember that journals will be submitted up to 3 weeks before the actual Science Fair. This allows ample time for judging of the journal and makes judging at the contest go much more quickly.
- Have your own Science Fair to choose the projects for Academic Rodeo.
- Journals/Notebooks are most often the weakest component of the student's project in both Experimental and Model/Demonstration Divisions.
    - For Experimental projects, it should be a thorough documentation of all stages of the project. A template is available on the Science Fair page to assist with this. Also, The Globe Project – https://www.globe.gov/news-events/globe-events/virtual-conferences/2020-international-virtual-science-symposium/resources - provides several helpful resources, including templates and sample projects.
    - For Model/Demonstration projects, it is an essential part and will not be eligible for judging if the journal is absent. It lays out the scientific principles of the object/event modeled and explains why the student(s) has/have chosen the particular materials and methods for demonstrating.
- Please enclose all papers in some type of notebook or folder.
- References are important. If the student is expanding someone else's research, the original research MUST be referenced, and the student should indicate how this project expands and changes the original research.
- Be sure students understand that a failed hypothesis does not mean a failed project. In the conclusions, students should explore why their original thinking was in error or if their methods produced a false hypothesis.
- **When project is completed by a team of 2 students, each journal entry should note the student making the entry.**
- Label each Journal/Notebook on the back side of the journal with a label indicating the student's name, grade, Division (Display, Experimental or Model), Category if an Experimental Project (Behavioral, Biological, Chemistry, Environmental, or Physical), and school.
- Also label the back of Project Display boards and any display items with the same information.
- **Hazardous materials are NOT permitted**. Check before bringing items requiring electrical outlets. These may not be allowed depending on the project.
- Illustrations must be labeled on the back using the Illustration Label on the Science Fair page.
- Projects remain in the Academic Rodeo display until the Awards Celebration unless special permission is given to remove the project. When a student is given permission to remove the project for another contest, it must be returned before the Awards Celebration and the sponsor should be sure that a photo has been taken of the project before it is removed.

Spelling Bee

A traditional Spelling Bee

Contest Support provided by American Association of University Women.

Contest Rules

(Revised June 2020)

1. Grades 2 and 3 of all East Texas area schools are eligible. No more than 4 students (plus 2 alternates) per grade level per school can be designated to represent each group. **Each school or group must have a teacher/sponsor present at the event.** The teacher/sponsor will certify contestants and alternates present at the event. All necessary grievances with the judges MUST be filed by the teacher/sponsor. The judges will retain the right to disqualify any child whose parents or other representatives interfere with the flow of the competition.
2. Contests at the campus level may be conducted in writing or orally, or a combination of the two to determine contestants for the Academic Rodeo Spelling Bee. However, **we encourage an oral competition** for the student to gain experience in spelling before an audience. The Academic Rodeo Spelling Bee is an oral competition, with elimination on a "miss-and-out" basis in the traditional Spelling Bee manner.
3. Words used in the Spelling Bee are selected from word lists (**2nd Grade Word List** and **3rd Grade Word List**) presented and designated for this contest. Words on the list may be arranged in levels of difficulty.
4. **After the pronouncer has given the word, the speller will have ten (10) seconds to begin to spell the word. THE JUDGES MAY DISQUALIFY ANY CONTESTANT WHO IGNORES A REQUEST TO START SPELLING.** Words will be pronounced according to the diacritical markings on the word list furnished. With the approval of the judges, fuller explanation of the meaning of the word to supplement the dictionary definition or definitions quoted will be given.
5. In competition, after the pronouncer gives the speller a word, the speller **should pronounce the word before spelling it and after spelling it**. This helps pronouncer and judges know that the student understands the word given and know when the student has finished spelling the word. However, no speller will be eliminated for failing to pronounce a word.
6. The speller may request the pronouncer to repeat the word, define it, or use it in a sentence. No other information about the etymology or history of a word will be given. The pronouncer shall grant all such requests until the judges agree that the word has been made reasonably clear to the speller.
7. The student may pause and begin respelling a word. **However, and this is important to note**, the letters cannot be changed in the respelling.
8. The contest word list is set for a selection of words to be used for a specific round. Level of difficulty of words typically changes every round as the contest progresses, but in some instances, levels may be skipped entirely to move the contest along. **The change in word lists will only occur at the beginning of a round. Each round is announced to the contestants and audience.** Upon missing the spelling of a word, the speller immediately drops out of the contest. The next word on the pronouncer's list is given to the next speller.
9. **Beginning with the 2021 Academic Rodeo presentation, the Pronouncer will give a sentence with each word presented for spelling.**
10. Words on the contest list are randomly arranged according to level of difficulty in which they are placed.

11. When the number of spellers who have correctly spelled a word is reduced to three in a round, the elimination procedure changes. (As the number approaches three, students who miss words may be held on stage until 3 emerge without missing a word. The three remaining students will draw numbers to determine the order in which each will spell. To prevent the speller's position in line from determining winning placements, the competition will continue as follows:

    Scenario 1: Each student will be given the opportunity to spell one (1) word. If each student spells his or her word correctly, or, if all three miss, they move on to the next round.

    Scenario 2: If one student misspells their word in a round, and the other two spell correctly in the same round, the student that missed is declared third place winner and the other two compete for first and second place in the play-off round.

    Scenario 3: If one student spells correctly and two spellers miss in the same round, the student who spells his/her word correctly, will be declared first place winner. The two spellers, who miss, will compete for second and third place in the play-off round.

12. **PLAY-OFF ROUND**: When the spellers are reduced to two, the play-off round commences. Both students must spell their word correctly or both students must misspell their word in the same round to move on to the next round.

13. When one of the last two spellers misses, and the other spells correctly in the same round, the one who spells their word correctly will be declared the winner of the play-off round.

14. The lists, indicating grade level for competition as 2nd or 3rd Grade, are available on the Spelling Bee page and serve as the final authority for the spelling of words in the Spelling Bee. If more than one spelling is listed for a word, any of these spellings will be accepted as correct if the word either matches the pronunciation and definition provided by the pronouncer, or if it is clearly identified as being a standard variant of the word that the contestant has been asked to spell.

15. If a word has one or more homonyms, the pronouncer will indicate which of them is to be spelled. If the listed word is not properly identified either by defining it or by explaining the homonym, any correct spelling of any homonym will be accepted, or the student will be given a different word.

16. Any question relating to the spelling of a word should be referred to the designated official immediately before the next contestant is given the next word to spell. No grievance will be entertained after the word has been given to another speller. **Grievances must be submitted to the designated official(s) by the teacher/sponsor, and no one else.** When only two spellers remain, the grievance must be made immediately before the second speller has started to spell the word given.

17. The judges and Academic Rodeo Coordinator are in complete control of the Academic Rodeo Spelling Bee. All decisions made by the judges shall be final on all questions.

Contest Procedures:

1. Each school or group should have a designated representative at the contest.
2. At the contest, all students, including alternates, check-in at the time and to the location

designated in the Spelling Bee Timeline.

3. Spellers receive a pre-assigned number (determined by random sort) for the contest which indicates the order of spelling. Students wait with volunteers until time for the contest to begin.
4. Parents and teachers are asked to go to the building where the Spelling Bee will be held as the holding area is not large enough to accommodate so many people. **Please do this** without having to be reminded! Volunteers use the time before the contest to go over rules and need students' undivided attention.
5. As time for the contest approaches, any designated Spellers who have not checked in will be replaced with any alternates from the group who are present. The alternate will receive the number designated for the student being replaced.
6. Alternates are led on stage by volunteers to be recognized by the audience and then join teachers or family in the audience.
7. Students who will spell in the Bee are led on stage by volunteers to take their seats for the contest to begin.
8. The rules will be reviewed again for the benefit of the students and the audience.
9. Audience members are reminded that the contest takes place on the stage, and the appearance of an audience member assisting to help a student on stage with the spelling of a word, could result in the student being disqualified.
10. Contests proceed according to the rules of Spelling Bee.
11. Parents may **NOT** disrupt the contest in any way. If there is a question or protest, it must come from the Sponsor or designated group representative.
12. Students will be escorted off stage by an AAUW volunteer when they misspell their words. Parents should meet the students at the back of the building or to the right side. This minimizes the level of upset or distress for the child.
13. It is important that parents remain calm and supportive. We find that the children take their disappointment well and remain composed unless parents are overly upset when they greet them off stage.
14. Encourage everyone in your group to stay until the grade level contest is finished. This minimizes disruptions which could affect how well students spell future words given to them and also allows the student who has missed a word to see the conclusion of the contest and how the difficulty of the words rises as the contest continues.
15. When winners have been determined, each student will receive the Spelling Bee Award letter. It outlines plans for the Awards Celebration and the type of award your students will receive.

Awards

1st, 2nd, and 3rd places are awarded in each grade level. These students receive a cash award Students who do not place, including alternates present at the contest, receive a Participation Ribbon. Alternates who **do not attend** the Spelling Bee **do not receive an award**.

Spelling Bee
Tips for Coaching

The following tips and suggestions may be helpful to you in working with your students.

- Provide Spelling Bee lists early.
- When **registering student alternates**, indicate Alternate 1 or Alternate 2. If both alternates are present and a team member is absent from the group, the missing team member will be replaced with Alternate 1.
- Prepare students for an on-stage Spelling Bee. Spelling before an audience can be intimidating to students. Be sure they understand how the Spelling Bee is conducted and that they will be on stage before an audience with all other students participating in the grade level contest. Note that the stage is set up for the students to face the announcer and not look directly at the audience. This helps minimize fear.
- Beginning with the 2021 Academic Rodeo presentation, the Pronouncer will automatically use the word in a sentence.
- The Pronouncer will give a definition for words that have the same pronunciation but are spelled differently and for any words that may be misunderstood (where and were) and for contractions. This will be preceded by "For this word, I am going to give you a definition to help you know which word you need to spell. Listen for the definition before you spell the word."
- Work with students on questions to ask if they do not understand the word presented.
  a. They may ask for the word to be repeated. Advise them to say the word to the pronouncer to allow the pronouncer to see if they understand the word pronounced.
  b. They may ask that a definition be given.
  c. We do not designate origin of the word in the Spelling Bee lists and judges will NOT provide this information.
- Discuss special rules related to words, such as homophones, capital letters and punctuation.
- Discuss the best procedure for spelling the word. We recommend the student repeat the word, begin spelling, and repeat the word when finished spelling. If the student repeats the word, the Pronouncer has an opportunity to stop the student who is about to spell an incorrect word.
- Be sure students understand they may NOT begin spelling the word over in a different way.
- Work with parents on what to expect at the contest and how they should react in various situations.

Writing Contest

An essay contest to enhance writing skills of students
and encourage healthy competition in academics
Contest Support provided by the University of Texas at Tyler School of Education and Psychology

Contest Rules

(Revised July 2020)

1. A writing prompt is provided by e-mail to contacts for registered groups. The prompt is different each year.

2. **Preferred length of essay is 250 WORDS**. The word count should be indicated on the cover page. Because it may be difficult to end a thought, **grace is given up to 300 words in length**. **IF essay greater than 300 words, it will not be judged**, but will be displayed.

3. Writing must be done under the supervision of a teacher during one class period, not to exceed 60 minutes.

4. Entries shall be written by the student without assistance from anyone and judged holistically as first draft writing, at the campus level.

5. Each **CAMPUS** may submit **three** entries per **grade level** of 4th through 12th grades.

6. The prompt may be given to the participating students the day before the writing is to occur for them to begin thinking and doing any necessary research about what they would like to write. Teachers may **NOT** conduct any prewriting activities with students related to the prompt. Students are not permitted to use any notes or writings completed prior to the writing period.

7. After the top three papers in each grade level have been selected, they may be returned to the students for editing. The **student** may edit his/her paper for errors in mechanics and usage. **No major revision of the paper will be allowed**. The editing will take place under the teacher's supervision.

8. Typewritten essays are **preferred**, but handwritten work will be accepted without penalty for using that type of format. Typewritten essays should be in one of the following fonts for consistency: Arial, Calibri, Garamond, Times New Roman **size 12 font**.

9. Essays should be double-spaced for ease of reading.

10. Essays should be hand-written or printed on **only one side of the paper**.

11. A cover page (**Template provided on the *Writing Contest* page** – PLEASE use!) should include the following information and be stapled to the top of the essay.

    Name of Student
    Grade of Student
    School Attended (For home-schooled students, list name used for school registration.)
    School District if a public school, or School Designation (private, home school)
    Word Count
    Teacher Signature

12. Do NOT write student's full name on any additional pages of the essay. In the top right corner, write grade, initials and page number in case pages become separated. Example: 4th – BR, page 2

13. **Two complete (including Cover Page), clean stapled copies of each of the top three entries from EACH GRADE LEVEL (4th through 12th) from each CAMPUS** should be submitted to Academic Rodeo for judging. **Do not** submit rough drafts, illustrations, or any pre-writing activities. The essays should be free of teacher comments or grades.

14. The two copies of the essay should be brought or mailed to the Academic Rodeo Office to arrive by the deadline. **DO NOT** attempt to e-mail the essays. Academic Rodeo will **NOT** print essays that are e-mailed.

15. Score sheets available to teachers are a tool for the teacher in preparing students for writing and helping the student understand how the essay will be scored. These should **NOT** be submitted with the essay.

16. Results will be posted by the deadline listed in the Writing Timeline & Checklist. The winners will be notified through the participating school.

Evaluation Guidelines

Each essay will be evaluated using the following criteria. (See score sheet provided with the writing prompt for specific criteria.)

- Adherence to topic
- Use of vivid detail and descriptive words, etc.
- Use of supportive details, etc.
- Language appropriate to audience – The audience is made up of teachers and other adults.
- Effective paper organization
- Clarity of expression – appropriate sentence structure and vocabulary
- Creativity – originality of idea and expression
- Mechanics – overall usage, spelling, punctuation, etc.

Awards

1st, 2nd, and 3rd places are awarded in each grade level. Elementary winners receive cash awards.

Middle School and High School winners are eligible to apply for Academic Rodeo Scholarships. Students who do not place receive a Participation Ribbon.

Writing Contest

Tips for Working with Your Students

The following tips and suggestions may be helpful to you in working with your students.

- You should receive the Writing Prompt by e-mail no later than the date indicated on the Writing Contest Timeline **IF** your school/group has registered with Academic Rodeo. Check your Junk Mail folder and/or contact Academic Rodeo immediately if you do not receive the prompt.
- Provide the student with the scoring rubric when you announce the topic to help them understand how the essay will be judged. Discuss the general guidelines below for scoring. Each essay will be evaluated using the following criteria. (See score rubric provided with the writing prompt for specific criteria.)
    - Adherence to topic
    - Use of vivid detail and descriptive words, etc.
    - Use of supportive details, etc.
    - Language appropriate to audience – The audience is made up of teachers and other adults.
    - Effective paper organization
    - Clarity of expression – appropriate sentence structure and vocabulary
    - Creativity – originality of idea and expression
    - Mechanics – overall usage, spelling, punctuation, etc.
- Please remember to submit 2 **complete copies** of each essay – **Cover page and all pages** of the essay. One copy goes to the judges. The other copy remains with Academic Rodeo as a back-up if needed and to be displayed in the Academic Rodeo display. In the top right corner of each page, write Grade, Student Initials, and page number. Example: 4th – BR, page 2
- Do **NOT** submit rough drafts, illustrations, etc.
- Do **NOT** submit a scoresheet with the essay.
- Remind students that appearance is important in the evaluation of the essay. Essays with marked out words do not leave a good impression.
- Also, remind students that font size has been given. Efforts to make an essay appear longer by using a large font do not enhance the judging of the essay.
- When an essay appears to be approaching the 300 grace limit, word count **IS** done and essays exceeding 300 words are NOT sent for judging.

Youth Fashion Show

Youth Fashion Show is designed to recognize the expertise of students in clothing construction or clothing purchasing

Contest Support provided by Smith County Extension Education Association

Contest Rules

(Revised July 2020)

1. Constructed garments **must be constructed by the student** submitting the entry. Any assistance from others should be minimal and to offer guidance or suggestions, and **in no case**, should an adult do the construction of any part of the garment submitted as the student's work. Garments found to have been constructed by someone other than the registered student will be disqualified.

2. **Apart from the garment description portion, the worksheets must be completed by the registered student**. Teachers and parents may look over the worksheet and point out areas that need additional elaboration, but the words and thoughts must be those of the student submitting the project.

3. Remember that Worksheets count 40% for Construction and NonTraditional Construction divisions. **In Smart Buying, Worksheets count 70%.** Worksheets often determine the winner in a category or division.

4. It is permitted and encouraged that a teacher or adult write the description to be used in describing the garment as it is modeled in the Fashion Show.

5. No item will be accepted for competition that is distasteful, suggestive, offensive, or controversial. USE GOOD TASTE!!

6. Any article may be entered that was bought or constructed during a one-year period prior to the Academic Rodeo, but not previously entered in the Youth Fashion Show.

7. Each exhibitor is permitted only **ONE entry** in the Fashion Show. The exception to this rule is that a Middle School or High School student may have a garment entry AND be a part of a Fashion Design Team.

LEVELS

There are 3 Levels of competition in Youth Fashion Show.

Elementary – Students in Grades 3 through 5
Middle School – Students in Grades 6 through 8
High School – Students in Grades 9 through 12

DIVISIONS

NEW for 2021: There are 5 **Divisions** in Youth Fashion Show:

Construction Division – The student constructs a garment and models the garment in the Fashion show. A student may add accessory items to the garment for the Fashion Show, but worksheets must

be clear about what specifically was constructed. For example, if a student constructs a shirt, he or she will add jeans or a skirt for the Fashion Show, but the shirt will be judged for construction techniques.

Smart Buying Division – The student does comparison shopping before purchasing a garment which will be modeled in the Fashion Show.

Nontraditional Construction Division – The student completes a garment in a nontraditional way such as a garment constructed with duct tape.

CATEGORIES

Categories for the Construction, NonTraditional Construction, and Smart Buying Divisions:

a. ***Casual***
   Garment should be suitable for school and casual after school activities, such as spectator sports, picnics, and casual dates. Examples are pants, jeans, skirt, or shorts each with a top, jumpsuit, casual or sporty dresses, skirt or pants with casual/sporty jacket, school coat, and coordinated separates.
b. ***Dressy /Formal*** **(2 Categories have been combined beginning with 2021.)**
   Garments should be suitable for dressy or forma activities such as dinner dates, theater, banquets, and job/scholarship interviews. Examples are men's suits or tuxedos, and women's suits, dressy dresses, and dressy coats, formal gowns, Bridesmaids' dresses, etc.
c. ***Specialty***
   Limited to athletic and special purpose garments. Examples are band, pep squad, and cheerleader uniforms; athletic garments such as jobbing suits, swimsuits, leotards, and skiwear; sleep wear; and theatrical and circus-type costumes such as clown suits and ballet costumes. Garments in this category should not be suitable for ordinary daily activities.

Design Inspiration Division – The student embellishes or changes a purchased or constructed garment. The item is judged on the changes only and not the original construction. Entries are NOT separated by categories of Casual, Dressy, and Specialty as in the other Divisions.

Categories for Design Inspiration include:

a. ***Design embellishment*** – addition of artistic design elements to the garment using paint, novelty trim, rhinestones, etc.
b. ***Design restructuring or repurposing*** – The garment item will have major changes made to the construction to alter the look or repurpose the garment for other use.

Event Plan & Design Division – A team of up to 5 students in **Middle School or High School** plan theme and decorations for the Fashion Show using a budget and access to resources already on hand. Plan selected for the Fashion Show would be announced in advance, items would be purchased for the team to use, and the team would create the stage design under the supervision of the Support Partners.

Contest Procedures

- Plans for the Event Plan & Design Division, as well as the Student Registrations are due in November or December to allow time for judging and selection of the team that will decorate for the Youth Fashion Show in January.

- Worksheets for the other 4 Divisions are submitted to the Academic Rodeo Office by the deadline in January, which is one or more weeks before the contest. Note that a picture of the garment no larger than 4 x 6 is required with the worksheet.
- Construction and NonTraditional Construction garments and Design Inspiration Garments are also submitted at the same time as the worksheets.
- Each participant's entry in the Construction and Nontraditional Construction Divisions will be judged on construction techniques and quality (40 points), completed Construction Division worksheet (40 points) prior to the fashion show, and on fit and modeling presentation (20 points) at the Fashion Show.
- Each participant's entry in Smart Buying will be judged on completed Smart Buying Division Worksheet (70 points) prior to the fashion show and on fit and modeling presentation (30 points) at the Fashion Show.
- Entries in the Design Inspiration Division will be judged on the item and the worksheet, each counting 50 points. Students will model the garments, but they will not be judged on modeling.
- Entries in the Event Plan & Design will be judged on the complete plan for the Youth Fashion Show decorations & layout – Design Plan, Budget, Responsibilities for completion of project. All teams will be presented at the Youth Fashion Show. Their designs will be on display.
- When possible, the order of student modeling and a diagram of the modeling arrangements will be sent to sponsors prior to the day of the Fashion Show.
- **Contestant's Arrival:** Contestants must arrive at the Fashion Show location by the set arrival time. In the event of illness or conflicting events which prevent at student from attending the fashion show, scores already received will be averaged with a zero for the modeling portion. Though unlikely in construction divisions, it is very possible for a student to place in the Smart Buying division in this way.
  See the schedule for arrival time, time for photos, modeling practice, and the actual start of fashion show.
- Announcement of lst, 2nd, and 3rd place winners in each category as well as Overall 1st, 2nd, and 3rd place winners in the three divisions for each grade level will be announced at the end of the Fashion Show.

Awards

1st, 2nd, and 3rd will be awarded in the Event Plan & Design Division of each Level. The placing teams will receive trophies for the school and a place ribbon for each student on the team. Team members are eligible to apply for Middle and High School Scholarships.

1st, 2nd, and 3rd places in each Category of the other 4 Divisions of each Level receive Place Ribbons and the winners are invited to the Awards Celebration.

1st, 2nd, and 3rd Overall Winners in the other 4 Divisions of each Level are awarded and receive Medallions. Elementary Overall Winners receive a cash award. Middle and High School Overall Winners are eligible to apply for Academic Rodeo Scholarships.
Students who do not place receive a Participation Ribbon.

Youth Fashion Show
Tips for Working with Students

For Event Plan & Design Division:
Remember this is for Middle School and High School teams of up to 5 students only.

This division of Youth Fashion Show is registered and submitted in the fall to allow ample time for judging and selecting the team that will decorate for the Fashion Show.

Tips:

- Brainstorm theme ideas with students.
- Choose two or three favorites and have students begin brainstorming ideas for decorations and expenses involved in creating the design.
- Review the decorative items available from Academic Rodeo and how any of these could be used in the design.
- Discuss items that can be borrowed or made from ordinary and inexpensive items to keep costs low and within budget. Students will need to include photos of these items with the design plan.
- Work with students as they prepare a complete budget and a drawing of the plan.
- Set benchmarks in the planning process to keep students working to complete the design.

For Other Divisions:

- Set benchmarks along the way to be sure the student is on track to finish or purchase garment and complete all required worksheets.
- By submitting the entry, you are verifying the student's work! Know that the student did the work.
- Check Worksheets and point out areas where the student should provide more information. Worksheets are VERY important in overall scoring.
- Be sure a good description of the garment and accessories is provided for the Fashion Show narration.
- If you think the Narrator at the Fashion Show will have difficulty pronouncing a student's name, provide a pronunciation.
- Have your own fashion show, if possible, to provide practice and make the student more comfortable in front of an audience.

Awards

Student Awards

Academic Rodeo presents a variety of awards and recognitions to winners and participants each year. Award type varies by contest.

Monetary Awards are given to students in the Elementary Level (Grades Kindergarten through 5): Each 1st, 2nd, and 3rd place winner receive awards in the amounts of $25, $15, and $10, respectively.

Scholarships:
See School Scholarship Program for guidelines for application and selection.

- Middle School Level (Grades 6 through 8):
  Each 1st, 2nd, and 3rd place winner may apply in the current year.
- High School Level (Grades 9 through 12):
  Each 1st, 2nd, and 3rd place winner may apply in the current year.

Medallions:
1st, 2nd, and 3rd place medallions are presented to those winners in Agriculture Identification Contest, Art Contest, Computer Science Fair, Drama Festival Middle School Outstanding Performers, Drama Festival High School Level, Kinder Critters Contest, Mathletics Individual High Scorers, Pentathlon Individual High Scorers, Science Fair (Experimental, Models, and Scientific Drawings/Illustrations), Spelling Bee, Writing Contest, and Youth Fashion Show overall winners.

Trophies:
Team trophies are presented to the 1st, 2nd, and 3rd place teams in the Academic Challenge Quiz, Drama Festival One Act Play, Engineering Challenge, Mathletics, Mindset Breaking Experience, Pentathlon, and Youth Fashion Show Event Plan and Design.

Ribbons:

- 1st, 2nd, and 3rd place ribbons are presented to team members from the winning teams in Academic Challenge Quiz, Engineering Challenge, Mathletics, Mindset Breaking Experience, Pentathlon, and Youth Fashion Show Event Plan and Design.
- 1st, 2nd, and 3rd place ribbons are presented to category winners in the Youth Fashion Show.
- Up to three Honorable Mention Ribbons are presented in the Kinder Critters Contest and in each grade level of the Art Contest.
- Up to ten All Star Cast ribbons are presented to selected individuals in the One Act Play Festival.
- Special Recognition Ribbons are presented in Art Contest and may be awarded in other contests at the discretion of judges.
- Participation ribbons are presented to non-placing students in Art Contest, Computer Science Fair, Agriculture Identification Contest, Kinder Critters Contest, Science Fair, Spelling Bee, Writing Contest, and Youth Fashion Show.

Certificates:
Certificates of Recognition are presented to each cast member in the One Act Play Festival and to members of non-placing teams in Academic Challenge Quiz, Engineering Challenge, Mathletics, Mindset Breaking Experience, and Pentathlon. Special recognition certificates are awarded in the Engineering Challenge and may be awarded in other contests as deemed appropriate by the judges for outstanding or unique work.

Outstanding Educator Recognition

Academic Rodeo will honor three recipients with an "Outstanding Educator" award each year during the Academic Rodeo. The honorees will be selected from nominations by superintendents, principals, or co-workers or in recognition of exemplary participation by the teacher in Academic Rodeo contests and activities.

This is a highlight of the year and a true honor to recognize outstanding teachers who give so much of their time each year to Academic Rodeo and their schools.

A nomination form is available on the Outstanding Educator page. It should be completed and submitted by the deadline.

Nominees receive a Certificate of Recognition and may be recognized at the Awards Celebration.

Honorees selected receive an acrylic award and a cash award on stage at the Awards Celebration.

Awards Celebration

The Awards Celebration occurs in February and is the culmination of Academic Rodeo each year. The following are things you need to know regarding the event. Please coordinate with other coaches from your school or group.

Approximately 600 people will attend the Awards Celebration! For that reason, students who do not place are not invited to attend the celebration.

Who is invited to attend?

- All students who place 1st, 2nd, 3rd or Honorable Mention in any contest and all members of One Act Play Casts or representatives of those casts.
- Students receiving Special Recognitions in a contest, excluding Engineering Challenge team honors
- Family members of these students
- Coaches and Sponsors of these students
- The School/Group Primary Contact
- Principals and Superintendents

Preparing to Attend:

- Provide the Award Letters to students who place
  The coaches or sponsors for each contest receive this by e-mail IF they have students placing in that contest. It explains the awards for that contest and invites the student to attend the Awards Celebration. This letter should be copied for each student in that contest who receives an award for the contest.
- Check the list of your school/group's participating students and their award status.

This comes by e-mail to all coaches and sponsors for the school/group. Please check the list for the following and notify Academic Rodeo of any errors.

1. Spelling of each student's name – This is **particularly important** for printing participation certificates and providing Results to the newspaper and the online posting of results.
2. Registration of students in contests – This is checked at each contest, but sometimes a change is missed or not corrected.

- **RSVP** to Academic Rodeo in a timely manner and BEFORE the week of the Awards Celebration. It is preferred that 1 person from each School/Group RSVP for the entire campus. Because of limited seating, a seat is reserved for each student attending.
- Prepare students who will attend for the format of the program – See below.

Arriving at the Awards Celebration:

- One person from your group should check-in at the table just inside Building B
  1. Pick up packet for your school/group - Move away from the table and check your packet with the list provided in your packet. Report any errors to the Check-in Volunteers. Many times, the correction can be made on the spot.

  2. Packets contain any of the following depending on your school/group's participation:
     a. A listing of all participating students and any awards received
     b. Fair passes for each participating student to attend the ETSF in September
     c. Participation certificates for teams not placing in Academic Challenge Quiz, Engineering Challenge, Mathletics, Mindset Breaking Experience, and Pentathlon
     d. Participation certificates for all participants in Drama One Act Play
     e. Participation ribbons for students not placing in individual contests – Ag ID, Art, Computer Science, Drama Monologues & Duologues, Kinder Critters, Spelling Bee, Science Fair, Writing Contest, and Youth Fashion Show
     f. Place Ribbons for students on winning teams – Academic Challenge Quiz, Engineering Challenge, Mathletics, Mindset Breaking Experience, Pentathlon, and Youth Fashion Show Event Plan and Design
     g. Place Ribbons for Youth Fashion Show categories – Casual, Dressy/Formal or Specialty
     h. Medallions for students placing in individual contests – Ag ID, Art, Computer Science, Drama Monologues & Duologues, Kinder Critters, Science Fair, Spelling Bee, and Writing
     i. Medallions for High Scorers in Mathletics and Pentathlon
     j. Medallions for Overall Division Level Winners in Youth Fashion Show
     k. 1 copy of Writing entries – The other copy is on display in Building E and SHOULD NOT BE REMOVED.
     l. Computer Science entries
     m. Ag ID Worksheets
     n. Youth Fashion Show Worksheets
     o. Engineering Challenge Scoresheets
     p. Statistics or other information about the current year
     q. Information about other events or scholarship programs for your students

  3. Pick up any Elementary Award Checks for your school/Group – You will have to sign for these. Report any errors to the Check-in Volunteers. Also note that **checks MUST BE CASHED WITHIN 60 DAYS!!!**

- Check Lost and Found table to see if there are items belonging to your students. Numerous jackets, books and other items are left behind each year from contests.
- You may give medallions or ribbons for your students to take on stage with them or save these for presentation at your school. HOWEVER, do check to see that you have everything.
- Help students find assigned seats for the event – The reserved seats contain a card listing the Contest, the Student's Name, and the Place. Coaches of team contests also have a seat reserved. Parents and other teachers/sponsors sit in other limited seating as available.
- Visit the display of entries in Building E until 10:20.
- Have everyone in their seats by 10:20 for the program to begin at 10:30

During the Awards Program:

PLEASE remain throughout the entire program to allow ALL students recognition before a large audience. It lasts approximately 1 hour 15 minutes and progresses very quickly to recognize all students.

- Order of presentation:
    1. Welcome and Recognition of Support Partners
    2. Introduction of Outstanding Educator Honorees
    3. Presentation of winners in each contest beginning with Academic Challenge Quiz and progressing alphabetically to Youth Fashion Show
    4. Announcement of Scholarship Winners
- Volunteers gather students in each contest group and line them up for presentation on stage. For many contests, each group is broken into smaller groups such as contest level (Elementary, Middle School, or High School) or in the case of team contests, each placing team is called on individually to receive trophy.
- Students who have placed in more than one contest begin with the first contest alphabetically. After that contest has been recognized, the student will move to a waiting area of benches to wait for the next contest.
- Students are returned to their seats after the contest is recognized.
- Please save group photos of your students until the program is completed. A backdrop is provided for this or you may take photos on stage when the program and scholarship photos are complete.

After the Program:

- Check to see that you are taking everything for your group from Building B – Award Packet, jackets, etc.
- One or more school/group representatives and/or students should go to Building E to **collect all entries for your school or group**. Even if you are the only representative of your group and you have a Quiz Team, check the list on the packet to see if your group entered contests that will be on display AND use that list to see that everything is taken for your group.

  Volunteers take entries down and put them in stacks for the schools or groups, but **you should check** to see that something did not end up in the wrong stack!

  The building is open 11:45 to 1:00 p.m. to collect entries. Do **NOT** remove before the program. Do **NOT** attempt to enter Building E until the front doors are open after the Awards Celebration has ended. We realize you want to leave to take students to lunch or get back to school, but HURRY results in missed items that will result in a return trip for you or someone else.

Use the list of students and their entries provided to be sure you collect everything.

1. Art Contest entries are the most often overlooked. Your group may have up to 2 entries per grade at your school or group. **Check your list** to see that you do not miss one.
2. Computer Science entries on display **remain** with Academic Rodeo. These are a duplicate to be used in the Virtual Academic Rodeo during the East Texas State Fair. The originals are in the group packet.
3. Engineering Challenge display boards, notebooks, and the Rover should be taken. The Rover must be dismantled by the team and/or coach, the Lego pieces inventoried, and the Lego sets returned to Academic Rodeo within a two to three week period to avoid an invoice for the replacement costs of the set.
4. Kinder Critters entries should be collected. Being stored in the shoe box makes transportation easier!
5. Except in the case of remotely controlled vehicles, the item created in Pentathlon can be taken if desired.
6. Science Fair display boards and all display items should be taken.
7. There are no items to be collected for Academic Challenge Quiz, Agriculture Identification Contest, Drama Festival, Mathletics, Mindset Breaking Experience, Spelling Bee, and Youth Fashion Show other than worksheets/scoresheets already in the packet.

Alternate Entry and Packet Pick-up

IF you did not have any students to place and attend the Awards Celebration or if none of your placing students or coaches/sponsors from your school/group were able to attend . . .

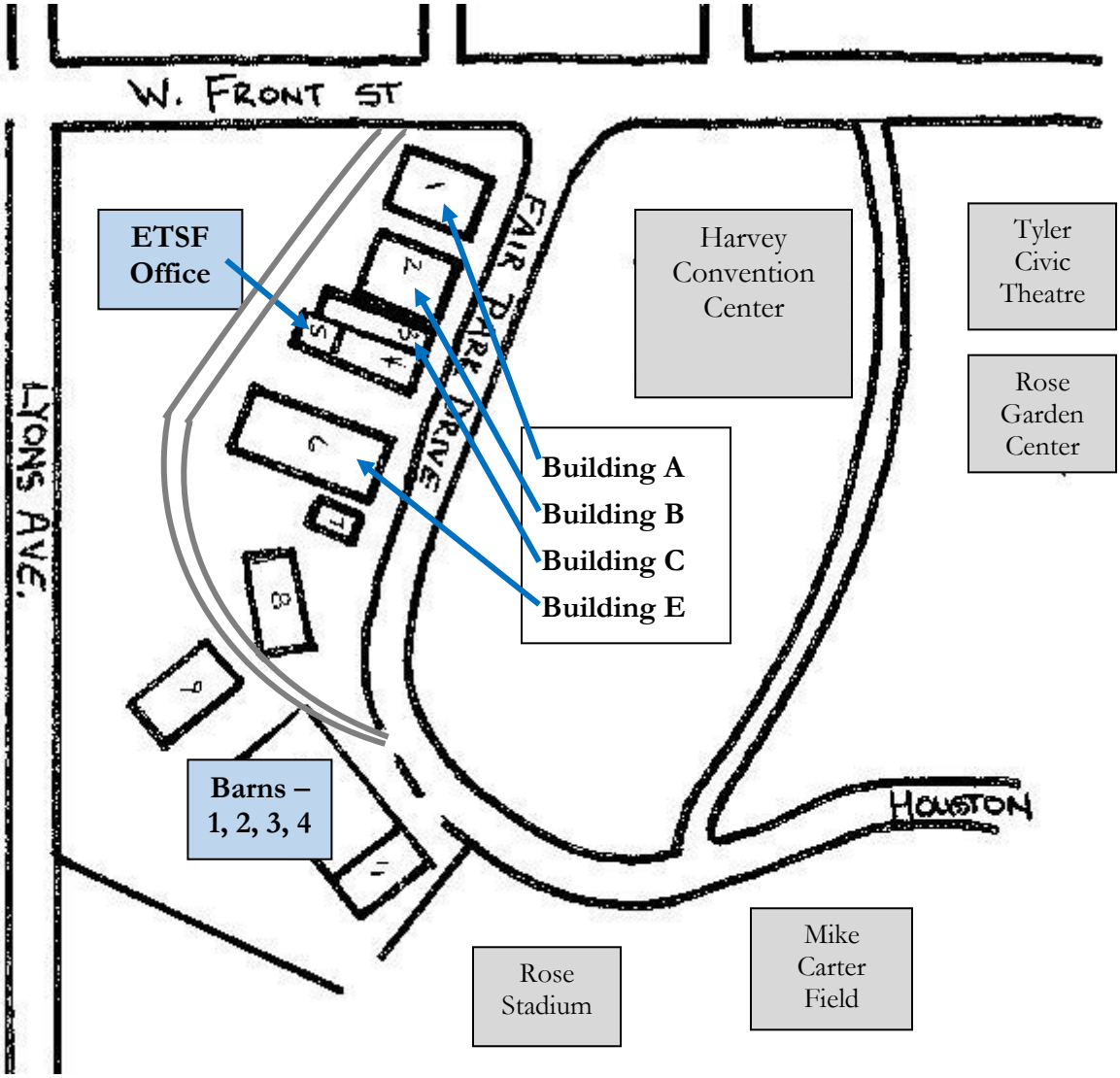
- Determine with others from your school/group who will pick-up ALL entries AND your Packet
- This can be done through 1:00 p.m. on the Awards Celebration day or on the Monday (9:30 – 4:30) and Tuesday (9:30 – Noon) of the following week.
- If you have circumstances that prevent pick-up on these days, please contact Academic Rodeo and make arrangements for pick-up in a timely manner.
- Other events occur in the display building after Academic Rodeo and there is not space to store items for an extended time.

Resources

When resources are available for a contest, links or documents will be on the contest page. Each contest has a Tips document on its contest page. Contests which may have resources are listed below.

Academic Challenge Quiz – ACQ Resources and Tips document for the current year
Agriculture Identification – Study Guide and Worksheets
Computer Science Fair – Scoresheets and Templates
Drama Festival [- Evaluation and Critique forms, stage layout for One Act Play
Engineering Challenge – Evaluation sheets, Teacher and Student Activity Books
Mathletics – Sample Problems
Mindset Breaking Experience – Sample Problems
Pentathlon – Suggested Resources
Science Fair – Links to other websites, templates for projects, scoresheets
Writing Contest – sample scoring rubric
Youth Fashion Show – worksheets, scoresheets, modeling diagram

Map of Grounds



Academic Rodeo is a presentation of The Park of East Texas through funding from the East Texas State Fair. Support Partners and Volunteers provide the manpower for conducting the various contests.

Current Support Partners include:

AAUW (American Association of University Women) – Spelling Bee

Discovery Science Place (a division of UT Tyler) – Engineering Challenge

Smith County Extension Education Association – Agriculture Identification & Youth Fashion Show

Smith County Texas A&M AgriLife Extension Service– Agriculture Identification Contest

Tyler Junior College Art Department – Art Contest

The University of Texas at Tyler Computing Center – Computer Science

The University of Texas at Tyler College of Education and Psychology – Kinder Critters, Mathletics, Mindset Breaking Experience, Pentathlon, Science Fair, and Writing Contest

Tyler Civic Theatre – Drama Festival

Various Individuals volunteer with Academic Rodeo.

Academic Rodeo Code of Conduct

Keep this document and discuss contests with all participating students and relay parent information as appropriate. Bring signed affirmation of the Code of Conduct to each contest. By registering to participate in Academic Rodeo, your school or group should commit to the following for all involved as outlined. Coaches and students should sign the attached form and bring to the contest.

Coaches and Sponsors

As a Coach or Sponsor, I will . . .

- Commit to understanding the rules of the contest and informing students.
- Be responsible for seeing entries meet guidelines set in the contest and will verify in writing if requested. I understand that failure to meet guidelines, including entry dates, may result in a student being ineligible for competition.
- Verify that entries submitted are the work of the student and that students have not had inappropriate assistance from school personnel or family members.
- Assume responsibility for the behavior of my students at all Academic Rodeo activities.
- See that students refrain from any activities that could lead to even the suspicion of cheating. This may involve taking up cell phones or other electronic devices at contests, keeping students out of restricted areas at contests, or prevention of any other activities that could give their students an unfair advantage in competition or inhibit a fair contest for students from other groups.

Students

As a student, competing in an Academic Rodeo Contest, I . . .

- Will commit to knowing the rules of the contest or will seek out the appropriate coach or sponsor to find out rules when they have not been received.
- Am stating that the entry is my own work without inappropriate assistance from coaches, family, or others.
- Will exhibit behavior at all Academic Rodeo contests and activities that exemplifies fairness, integrity, consideration, and respect for others.
- Will refrain from any activities that could lead to even the suspicion of cheating or unfairness in any way during competition. This may involve turning over a cell phone or other electronic device at contests, staying away from restricted areas at contests, or avoidance of any other activities that could give the student or other team members an unfair advantage in competition or inhibit a fair contest for students from other groups. Any behavior that suggests an attempt at cheating or other dishonesty can result in the expulsion of the student or team from the contest.
- Will remain with my group when waiting for a contest to begin.

Parents and School Friends attending a contest should . . .

- Refrain from interacting with students during the contest, especially when doing so could give the students an unfair advantage or give the impression of attempts at cheating in some way.
- Refrain from giving assistance with entries created by a student that pass beyond guidance to the point of actually creating the entry. An entry created by someone other than the participating student will be disqualified.
- Refraining from interfering with the competition in any way, as doing so could result in the expulsion of the student or team from the contest.
- Model appropriate behavior for students competing in attitude and showing respect to others.
- Refrain from any activities that could lead to even the suspicion of cheating or unfairness in any way during competition. This may involve putting away cell phones or other electronic devices at contests, avoiding interaction with students at contests, or avoiding any activities that could give their students an unfair advantage in competition or inhibit a fair contest for students from other groups.

Academic Rodeo Code of Conduct Affirmation

You do NOT submit this document. Use it to track that each student registered for your school/group OR your specific contest has read and agreed to follow the Academic Rodeo Code of Conduct. Keep the document with YOU. Duplicate pages as needed.

School or Group Name: _____ **Date:** _____

We have read the Academic Rodeo Code of Conduct and agree to abide by all rules for the contest involved and agree to follow the Code of Conduct to keep the contest fair and enjoyable for all.

Coach or Sponsor Signature:

Signature	Printed Name	Date
_____	_____	_____

Student Signatures:

Signature	Printed Name	Contest (Circle all that apply to student)
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS
_____	_____	ACQ, AG, Art, CSF, Drama, EC, Kinder, Math, MBE, Pent, Sci, Spelling, Writing, YFS