

The Park of East Texas  
**Academic Rodeo**



*“Promoting excellence in education  
and showcasing the talents of all our youth”*

# Contest Manual

Revised August 2018

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## 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. 400+ East Texas schools receive notices concerning upcoming registration for Academic Rodeo.

Typically, 1,200 – 1,500 students participate in one or more contests each year, representing 1,500 – 1,800 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 held in the fall, 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.

### 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 – Identify** someone who will serve as **the Primary Contact** between Academic Rodeo and your school or organization.

**Step 2 – Determine the contests** for which your students are eligible and if your group has an interest in participating in those contests. This is important to us in planning the schedule. You can drop from the contest later, if you change your mind, but do so promptly, because drops can affect schedules for others.

**Step 3 – Choose Coaches and Sponsors** for each contest your school will participate in during Academic Rodeo. If you are the only teacher registering, be sure to share information to see if others are interested.

## **Step 4 – Communicate with Coaches and Sponsors!**

Direct them to contest rules, timelines and other information needed to compete. These are on the contest pages and in the Contest Manual.

- Rules, Timeline & Checklist, and General Info for All Coaches – These can be found on each contest page and are included in Complete Contest Manual on the General Info page. Every Coach/Sponsor needs this information for the specific contest. Academic Rodeo makes every effort to give the best advantage to students and make things work even when rules have been overlooked. However, sometimes this is not possible and disregarding the rules may result in your student's entry being ineligible for competition.
- Schedules and Deadlines – Each contest has its own Timeline & Checklist on the contest page. An Academic Rodeo Calendar in calendar format is available on the Getting Started and General Info pages and contains major dates for Academic Rodeo. Every Coach/Sponsor should Print the Timelin and Post it where they can see it.
- Coaches/Sponsors are encouraged to communicate with each other and coordinate submission of Student Registration Forms and submitting entries to Academic Rodeo. Coordination can save time on your campus.
- Provide each Coach/Sponsor with the Academic Rodeo Code of Conduct and get them on board!

## **Step 5 – Register your school or group for contests using the online form by the Registration Deadline – October 15 – one form per School campus or Group**

Registration is done **online**. There is a REGISTER link near the bottom of the main Academic Rodeo page. **ONLY** School/Group registration is done online. Student registrations are submitted by e-mail using the Excel form that is e-mailed to registered Coaches and Sponsors.

## **Step 6 – Communicate with Students!**

- Rules and General Guidelines
- Schedules and Deadlines – This includes any deadlines you have prior to the actual deadline.
- Academic Rodeo Code of Conduct – Students and their families must understand consequences of cheating or even the perception of misconduct in the competition.
- Discuss the Academic Rodeo Code of Conduct with students and their parents.

## **Step 7 – Register Students**

Student registration occurs at different times for different contests. The deadline is listed in the contest's Timeline & Checklist. Use the Excel document sent to the contest Coach/Sponsor in October.

## **Step 8 – Submit entries**

Some contests have entries to submit and have a deadline for this as well. Please follow submission rules.

## **Step 9 – Understand the Award Possibilities**

Every contest has awards. An overview is included at the end of this Manual, as well as information about the Awards Celebration.

## Frequently Asked Questions

### *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. A deposit may be required for Lego kits for the Engineering Challenge. Teams are invoiced for Legos not returned by the deadline.

### *Can any student participate in any of the contests?*

Each contest is designed for specific grade levels of students. The following chart gives an overview of the grade levels for each contest and the number of entries or students. Be sure to read your contest's rules to determine if there are requirements for the number of boys and girls or the number from a specific grade.

## Contests

EVENT	GRADE LEVELS												
	K	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th
<b>Academic Challenge Quiz</b> double-elimination quiz bowl							1 Team of 6 per School or Group			1 Team of 6 per School or Group			
<b>Agricultural Identification Contest</b> 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			
<b>Art Contest</b> 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
<b>Computer Science Fair</b> 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			
<b>Drama Festival</b> drama presentations							1 Performing Group of 15 plus support			3 Monologues or 3 Duologues			
<b>Engineering Challenge</b> build a rover from Legos & complete tasks				Elementary Level - 1 Team of 4 per school			Middle School Level - 1 Team of 4 per School						
<b>Kinder Critters Contest</b> create a "critter" from common items	6 per school												
<b>Mathletics</b> challenging Math competition					2 Teams per School or Group								
<b>Mindset Breaking Experience®</b> creative problem solving	Elementary Level - 1 team of 5-7						Middle School Level 1 team of 5-7			High School Level 1 team of 5-7			
<b>Pentathlon</b> 5 rounds of competition in math, science & engineering										2 Teams of 4 per School or Group			
<b>Science Fair - Display Only</b> class experimental project	Class Project	Class Project	Class Project										
<b>Science Fair - Experimental projects, models, or scientific drawings</b>				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			
<b>Spelling Bee</b> traditional spelling bee			4 per grade	4 per grade									
<b>Writing Contest</b> 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
<b>Youth Fashion Show</b> construct a garment or do comparison 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			

### *What awards do students receive?*

All participating students will receive recognition of their participation in Academic Rodeo. Winners will receive awards designated for the specific contests. An overview of awards is available on each contest page. Awards will be presented at the Academic Rodeo Awards Celebration where all students go on stage to be recognized in their contest groups. See the Awards Section of this Manual for additional information.

### ***What is the best way to register my students for a contest?***

Use the **Student Registration Form** available in PDF format on the **Academic Rodeo** main page OR the Excel form sent by e-mail for registering students for each contest. Be sure to include **all** of the information needed. Resist the temptation to e-mail a list of names. The other information on the form is needed to properly register the students in the contests. Also, an e-mailed list is much easier to lose in the large stacks of registrations than the actual registration form.

### ***What if I need to change the students registered?***

Use the online **Add/Drop Form** on the **Academic Rodeo** main page. Please supply all of the information requested. Do **NOT** send an updated copy of a previous Student Registration form. This results in duplication and/or confusion as many forms may be received before they are actually entered into the database.

### ***How do I prepare my students for contests?***

Suggestions for specific contests are given in the contest information to follow. Many contests have resource information and/or links to other websites which may be helpful to you. Check the contest page on the website for any available resources.

### ***Can I bring other students to see contests and contest entries and can families attend?***

Some contests are designed for an audience, while others are not. Anyone is welcome to attend the Academic Challenge Quiz matches, Engineering Challenge (See rules for specifics regarding schools in the competition.), Mathletics Finals, Mindset Breaking Experience (See rules for specifics regarding schools in the competition.), One Act Play Festival, Pentathlon final round, and Youth Fashion Show.

Only the students and volunteers involved may view presentations of Computer Science Fair projects, and Science Fair projects or written exam portions of Mathletics and Pentathlon.

When possible, entries for each contest will be displayed during the Academic Rodeo. For some entries, this is not possible. For example, Computer Programming entries cannot be viewed other than the document containing the code for the program. Actual Fashion Show entries are not on display, but photos of the participants will be included in any slide show presentations when permission has been given for the student's photo to be used.

An Open House may occur in February for families to see the entries. You will be notified if this is offered.

The display of entries will be open on the day of the Awards Celebration. When possible a slide show of photos from other contests which do not have visible entries will be shown.

A virtual Academic Rodeo will be presented using photos from competition in the various contests and photos of individual entries during the East Texas State Fair.

### ***Can I just submit entries at any time prior to the deadline?***

For some entries – Art, Computer Science, and Writing – submission at any time within a reasonable period before the deadline is appropriate and actually helpful in sorting and organizing the entries. With some contests, especially Science Fair, the size of entries makes it important for them to be delivered on the appropriate day to the location where they will be displayed.

### ***How can I find the location of contests?***

Location of a contest can be found on the general **Academic Rodeo Timeline**. Most contests and activities are located in Buildings B, C, and E on the Fairgrounds. (See the map below.)

***Where do I submit entries for the Art Contest, Computer Science Fair, Kinder Critters Contest, Writing Contest and Youth Fashion Show?***

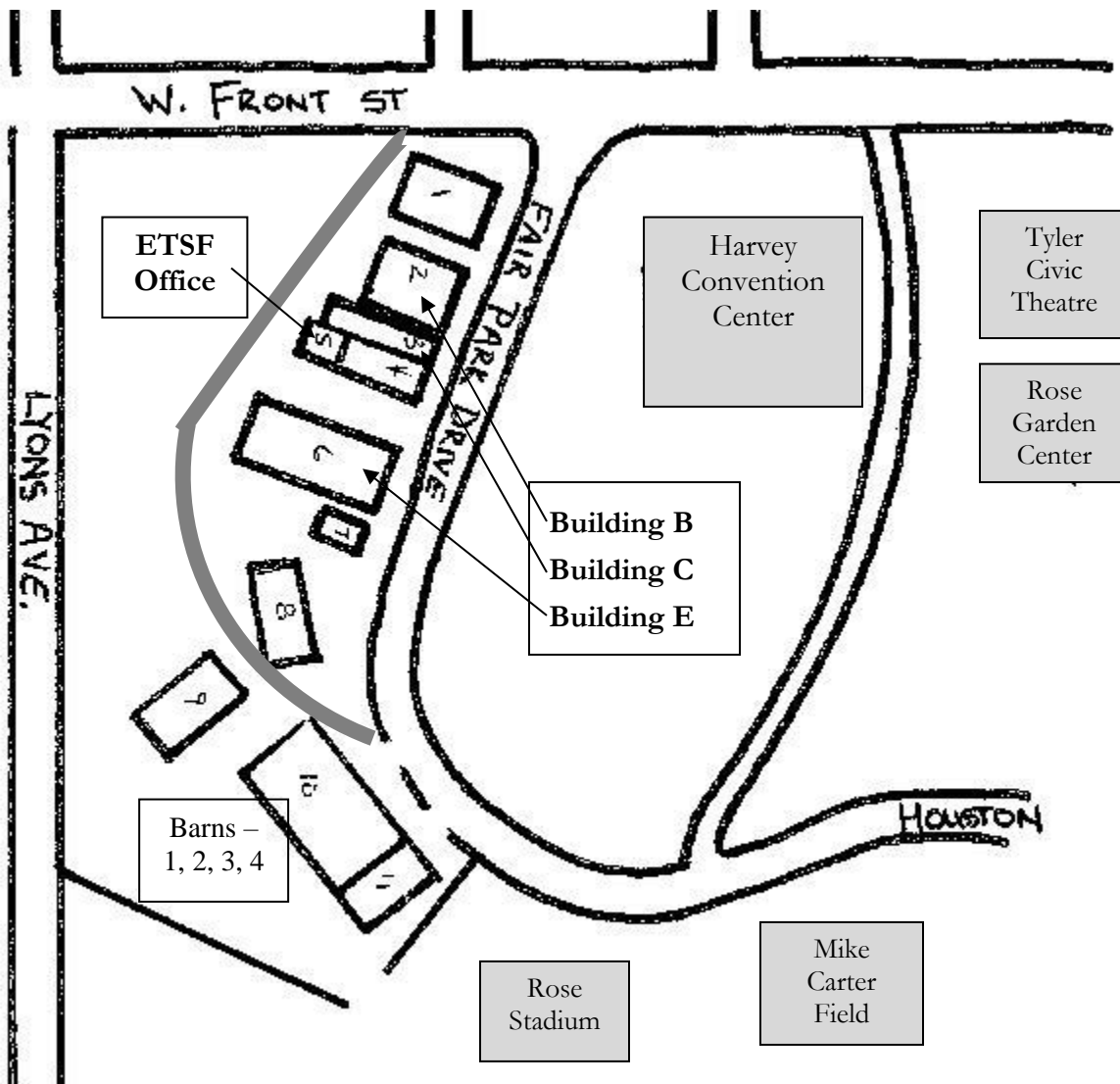
These, as well as the Science Fair Notebooks are submitted to Academic Rodeo in the East Texas State Fair Office at 2112 W. Front Street. Finding it is a little tricky. Use the following map and instructions as your guide.

To East Texas State Fair Office:

From West Loop 323, turn east on Hwy. 31/Front Street and driving toward downtown. Pass Lyons Avenue. Turn right into the drive going west of the permanent buildings on the Fairgrounds.

From the East Loop and Downtown, go west on Front Street, passing the Rose Garden and Harvey Convention Center. Immediately after Fair Park Drive, turn left onto the drive going behind/west of the buildings.

From South Tyler, take 69 to Houston Street; turn left. When Houston Street turns and becomes Fair Park Drive, turn left in front of the barns and follow the drive behind the buildings to the Fair Office.



***How will I know if my students win in a contest?***

Results are posted on the ETSF website on the **Academic Rodeo Results** page of the Academic Rodeo section and some information is posted on the Academic Rodeo Facebook page. Every effort will be made to post results by the dates designated in the contest timelines. When time permits, schools or groups will be notified when the list of winners has been posted.

***What happens to the entries after the contests are over?***

A representative of the school or group should attend the Academic Rodeo Awards Celebration to collect awards for those students not present or should make arrangements to collect these from the Academic Rodeo office in a timely manner after 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 the Academic Rodeo.**

***Are awards presented at the contests?***

All awards (participation ribbons, participation certificates, place ribbons, and medallions) are held to be included in a packet for each school or group at the Awards Celebration. Students placing in contests are invited to the Awards Celebration to be recognized in their contest groups. Each student who places in a contest will walk across the stage at the Awards Celebration in his or her contest group. Individual names of students are not called to keep the program short. Team trophies are presented on stage during the Celebration.

***Who puts together the Academic Rodeo program and runs the contest?***

Academic Rodeo is a presentation of The Park of East Texas (formerly the East Texas State Fair Association). The Director of Competitive Events oversees the program. An Advisory Committee offers advice concerning contest rules, procedures, and scheduling. Volunteers conduct and judge the contests.

Support Partners assist with development of the contests and advise concerning rules, assist with running the contests, and supply volunteers for various contests.

**Current Support Partners include:**

**AAUW** (American Association of University Women) – Spelling Bee

**Discovery Science Place** – Engineering Challenge

**Smith County Extension Education Association** – Youth Fashion Show

**Smith County Master Gardeners** – Agriculture Identification Contest

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

**Texas A&M Prairie View 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.



# Responsibilities

## School/Group Primary Contact Checklist

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

### Check-List

- \_\_\_ 1. **August or September – Make decisions about your participation.** Determine with others in your school/group which contests you plan to enter. Also determine who will coach or sponsor each contest. This person is listed on the registration.
  
- \_\_\_ 2. **October – Register your School or Group online** (Getting Started page) **by October 15.**
  - Academic Rodeo encourages you to register for all contests of interest. **HOWEVER, please drop** any contests as soon as you decide you will not participate. **PLEASE do only one online registration** for your school or group.
  - When you register you will need to designate the coach or sponsor for each contest and provide an e-mail address for contact about that contest. You may add your e-mail address if you would like to receive these as well. Separate multiple e-mails with a semicolon.
  - You will receive an e-mail notification that your registration has been received.
  
- \_\_\_ 3. **October – Provide coaches with information** about each contest:
  - Academic Rodeo Calendar (General Info page) and Contest Timeline (Contest pages)
  - **Coaches’ Contest Checklist** (on each Contest page)
  - **Rules** for the specific contests – (Contest pages) It is **VERY important** for coaches to understand the rules! Academic Rodeo is NOT obligated to allow exceptions for a student because a coach failed to know the rules for participation and entries. There are limits to the number of entries and specific requirements for all contests.
  - Website address and links for specific information
  - The Excel document of forms or information about forms on the website (This is sent to REGISTERED coaches and sponsors after October 15.)
  
- \_\_\_ 5. **Be aware** of the status of Student Registration for contests if coaches are doing the registration.
  
- \_\_\_ 6. **Communicate to coaches and others** about schedules and deadlines that may conflict with other activities.
  
- \_\_\_ 7. **Check-in with your coaches** to see that deadlines and guidelines are being met.
  
- \_\_\_ 8. **February – As key contact** for your group, provide the following for the Awards Celebration.
  - Names of winners who will attend the Awards Celebration.  
A seat is reserved for **each winner** in each contest 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 pick-up times
  
- \_\_\_ 9. **February – 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 **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.
  - Complete the **Report** form within one month of the conclusion of Academic Rodeo.

# General Information & Responsibilities for All Coaches/Sponsors

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

Each contest has its own rules, procedures and activities. Please see the specific contest page for responsibilities related to it, tips for preparation, and a Checklist of items for the Coach or Sponsor.

Following are some general rules for all contests regarding registering the group, its students, and submission of entries.

## Registering Your School or Group:

1. Registering the School or Group is usually done by one person who, for Academic Rodeo purposes, is the group's **Primary Contact**.
2. Register using the online **School/Group Registration Form** on the Getting Started page by the deadline in October. Only **one** registration is needed per school campus.
3. If you are the only Coach/Sponsor registering for a contest, share with others who may not be aware of Academic Rodeo to see if there is a contest of interest to them.
4. The School or Group registers for all contests of interest by the deadline. However, if the group later decides it will not participate in a contest, the contest should be dropped using the online **Add/Drop Form** on the Getting Started page. The group can also **Add** a contest using the same form if time remains for doing so. Once entries have come in or a contest has already begun it is too late to register for that contest.

## Preparing for Contests:

1. Please remember that **ALL Academic Rodeo communication is done through information provided on the website or through e-mail**. Check your e-mail to be sure Academic Rodeo messages do not end up in SPAM. This is critical.
2. The registered Coach/Sponsor for each contest receives an e-mail after the October 15 deadline to indicate that your group is registered for the contest and to give general information and reminders related to the contest. **If you do not receive this e-mail** by the end of October, check with your Primary Contact and/or check with Academic Rodeo to be sure your e-mail address given to Academic Rodeo is correct. Almost all correspondence with groups is done through e-mail. Check **Contest Participation Overview** on the Getting Started page to see that you are registered correctly in your contest.
3. Rules for your contest are on the contest page. Every contest is different. Rules include format of the contest, entry limits, formatting entries for submission, etc. and are different for each contest.
4. A **Contest Timeline** on the contest page gives you deadlines and dates. Anticipate in advance conflicts that may occur with the general school/group calendar.
5. You may be asked to supply special information or forms for your contest. Please do so in a timely manner. This may be needed to relay information to other groups or for scheduling.
6. Resources may be available for your contest. If so, they will be available or listed on the contest page.
7. 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 failed to read the rules.
8. Determine how you will select the students for your contest, based on the contest requirements.

9. Drop the contest or specific grades or levels of the contest **by the deadline or before** if you have determined you will not participate in the contest. An online **Add/Drop Form** on Getting Started page is available for this and is also used to add a contest and to add or drop students after the Student Registration has been submitted.

### **Registering Students:**

1. Determine with other Coaches and Sponsors in your group if each Coach/Sponsor will register students for only that specific contest or if all contests will be registered by one person. More than one contest can be submitted on the same form. Just continue listing students and providing the information for that student's registration.
2. Student registrations for your contest are submitted on the **Student Registration Form**. It is in Excel format and is included in the first e-mail about the contest. The form should be saved as your School/Group Name (how you are registered), completed on your computer, and e-mailed back to Academic Rodeo. You can share the form in Google/Docs.
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. Be consistent in how Coaches/Sponsors from your group list the name of your group when registering students. Each year, e-mails are sent to Coaches saying we do not have their Student Registrations, only to find that we do, but they were listed differently from the original School Name registration.
5. 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.
6. Submit Student Registrations by the deadline for the contest indicated in the **Contest Timeline**. Failure to meet the deadline may result in your student's project being displayed but not judged or your student completely missing the contest.
7. PLEASE indicate whether the student can have photos made. These 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. Leaving it blank means I will have to ask you again if the student can have photos and may mean we do not take photos of anyone in the group or on the team.
8. The Student Registration Form is designed to allow Academic Rodeo Staff to quickly copy and paste from your document to the Master Registration Database. When possible, save the Excel document to your computer, complete, then e-mail back to Academic Rodeo. GoogleDocs may be used and shared with the Academic Rodeo e-mail.
9. Fields in the document are set to capture certain information in a certain field that can then be easily sorted to create contest lists and groupings. Please follow the format and provide the information requested! The **Instructions for Student Registrations** sent with the Excel document tells you what must be completed for each contest, abbreviations to use, etc.
10. 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**.  
A student may have **ONLY ONE ENTRY** in a contest.

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. If you ask for an “extra” ribbon or certificate for an alternate you chose, the answer will be “No.”

11. Register the contest ONLY ONCE. Do NOT submit a revised version of the entry form. Instead use the ADD/DROP online form to make changes.

### **Making Changes**

1. Use the **Add/Drop Form** to . . .
  - 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.

Include required levels or categories **AND** whether the student may be photographed when you complete the form.

### **Submitting Entries**

1. 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.
2. Deadlines exist for a reason, so plan to meet the deadline. Yes, things happen, and when possible, we do our best to accommodate, but sometimes a late entry is simply not possible because of the judging timeline. In those instances, we can usually display the entry, but it is not judged.
3. Please be sure to **READ** and **FOLLOW** the rules for each contest.  
Each year, teachers select too many entries for a contest and become frustrated or even withdraw from the contest when only part of the entries can be accepted. This could have been prevented by simply reading the rules.

### **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. **Remember who may attend the Awards Celebration:** Individual students and Teams placing 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> 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.
  3. **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.
  4. PLEASE complete the **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 very important in recruiting Support Partner organizations, individual Volunteers, and Sponsors to help support our program.
- Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.
  - Deadlines exist for a reason. Please be aware of them and follow them. There is a General **Calendar** in a true calendar format and a **Timeline** in a list format organized by contest. These are on the main Academic Rodeo page. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students participate, follow the deadlines.
  - Resource information for contest preparation may be available for some contests. Check the specific contest page. Resources include Spelling Bee word lists, Agriculture Identification Contest product list, sample Mathletics problems, sample Mindset Breaking Experience problems, sample score sheets, etc. Other resources may be e-mailed to you, such as the Academic Rodeo Information about Schools for matches.
  - Results will be posted as close as possible to the date designated in the Timeline. When time permits, sponsors will be notified by e-mail when results have been posted.
  - All students will receive recognition of their participation in Academic Rodeo. Winners receive awards designated for the specific contests and are recognized at the Academic Rodeo Awards Celebration. More information about awards and the Awards Celebration are at the end of this Manual and are communicated through e-mail at the conclusion of a contest.

- A representative of the school/group should attend the Academic Rodeo Awards Celebration to collect awards for those students not present or should make arrangements to collect these in a timely manner 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.
- When possible, a "virtual" Academic Rodeo will be presented during the East Texas State Fair.

### **Registration Limits for Contests**

- **Academic Challenge Quiz** – 6 team members from grades 6-8 (No more than two 8<sup>th</sup> graders may compete in any match.) or grades 9-12 (No more than two 11<sup>th</sup> & 12<sup>th</sup> 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**  
Middle School One Act Play: 15 Cast Members, 4 Stage Crew or Sound/Lighting Technicians, and 5 Understudies may be registered  
High School Monologues & Duologues (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 students.
- **Kinder Critters Contest** – 6 entries from your group – Kindergarten only
- **Mathletics** – 2 teams of 6 students **equally divided** among 4<sup>th</sup> and 5<sup>th</sup> grade students
- **Mindset Breaking Experience** – 1 team of 5 to 7 team members from E & MS Levels; 2 teams from HS Level  
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, 1<sup>st</sup> Grade, and 2<sup>nd</sup> Grade may be entered.
- **Spelling Bee** – 6 students for each grade, 2<sup>nd</sup> and 3<sup>rd</sup>, with 2 from each grade designated as alternates
- **Writing Contest** – 3 entries for each grade, 4<sup>th</sup>-12<sup>th</sup>
- **Youth Fashion Show** – No limit to the number of entries in each division or level.

## Instructions for Student Registrations

For each entry by each student, complete a line of the Google Docs form. Be sure to include student's grade level and whether or not a photo is allowed of the student in publicity and on the website.

You will need the following information for each contest. Please provide all needed information.

Contest	Name for Form	Level	Division	Category
Academic Challenge Quiz	ACQ	MS or HS	N/A	N/A
Agriculture Identification Contest	Ag ID	E, MS, HS	N/A	N/A
Art Contest	Art	1 <sup>st</sup> , 2 <sup>nd</sup> , etc.	N/A	N/A
Computer Science Fair	CSF	E, MS, HS	N/A	*See below
Engineering Challenge	EC	E, MS	N/A	N/A
Kinder Critters	Kinder	N/A	N/A	N/A
Mathletics	Mathletics	N/A	N/A	Team A or Team B
Mindset Breaking Experience	MBE	E, MS, HS	N/A	HS only – A or B
One Act Play	OAP	MS, HS	N/A	Role of student
Pentathlon	Pentathlon	N/A	N/A	Team A or Team B
Science Fair	Sci Fair	K-2, E, MS, HS	**See Below	***See Below
Spelling Bee	Spelling	2 <sup>nd</sup> or 3 <sup>rd</sup>	N/A	Alternate (if applicable)
Writing Contest	Writing	4 <sup>th</sup> , 5 <sup>th</sup> , 6 <sup>th</sup> , etc.	N/A	N/A
Youth Fashion Show	YFS	E, MS, HS	****See Below	*****See Below

*Categories for Computer Science Fair		**Science Fair Divisions:		***Science Fair Categories
DP	Desktop Publishing	Display	K-2 class projects	N/A for Display, Model/Demo
MM	Multimedia	EX	Experimental project	For Experimental Projects:
DV	Digital Video	M/Demo	Model/Demonstration	Behavioral
Web	Web Page Design	Illus	Illustration	Biological
Pro	Programming			Chemistry
				Earth/Space
****YFS Divisions		*****YFS Categories		Environmental
Con	Construction	Casual		Physical
NT	NonTraditional	Dressy		
SB	Smart Buying	Formal		
		Specialty		



# Contests



# Academic Challenge Quiz

An exciting, fast-paced quiz bowl highlighting students' knowledge and thinking skills  
Middle School Tournament, grades 6 through 8, double-elimination format.  
High School Tournament, grades 9 through 12, modified single-elimination format  
Contest Support provided by individual volunteers

## Contest Rules

Revised August 2018

### Questions

Questions come from available resources (See *Resource List for Current Year* on ACQ page) or are created by Academic Rodeo. They include 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. 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 given in resource material may be incorrect or have become outdated since the material was published. If the incorrect answer is obvious (as in a math problem or other commonly known 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 panel of judges are confident that the answer given is correct, the team gets credit for the answer.

### Teams

Each School or Group may have 1 team of 6 students for each level (MS or HS) on their campus. One team member is designated as Captain. The Captain and three other members compete in each match and should be designated before the start of the match.

Any of the 6 students may serve on the 4-person team in a match. No substitutions can be made during a Middle School match, but team members can be switched in any future match. High School teams may make substitutions between the 2<sup>nd</sup> and 3<sup>rd</sup> Quarters in 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 for the match.

School or group personnel, family members and friends are encouraged to attend, but may NOT interrupt the match or procedures in any way.

### Middle School:

- Schools or groups with grades 6 through 8 are invited to participate in the Middle School Tournament. Schools or groups with only 6th grade on their campuses may also compete with an all 6th grade team.
- A team may have no more than two 8<sup>th</sup> Graders competing in any match.

### High School:

- All schools/groups with grades 9 through 12 are invited to participate in the High School Tournament.
- A team may have no more than two 11<sup>th</sup> and 12<sup>th</sup> grade students competing in any match.
- A team can compete with all 9<sup>th</sup> and/or 10<sup>th</sup> grade students.

## **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.

## **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 selection 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 round of competition.
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.

The judges will retain the right to disqualify any team when parent(s) or representatives other than the team Coach/Sponsor interfere with the flow of the competition. Team coaches should review rules with 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.)

## **Brackets and Schedules**

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

High School teams compete in a modified single-elimination bracket. First round matches occur in November with the remainder of matches occurring on one or two days in January, depending on the number of teams.

After the first round of competition, High School teams advance only with a win. In some years, teams with first round losses may have a second chance opportunity in a 3-way match with other teams receiving first round losses. In remaining matches, a loss eliminates the team from competition.

### **Head to Head Competition**

Details of the 4 Quarters of a match follow and are the same for both levels. 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 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 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.

## **Awards**

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place teams are recognized at each Level (Middle School and High School)

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.

## Study Resources

A list of current year study resources 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, Colossal Book of Questions, and Rapid Fire Rounds
- 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 1<sup>st</sup> Quarter Round for each match. A list of the current year music selections to be used in the 3<sup>rd</sup> 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 3<sup>rd</sup> 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 and the UIL years covered by the list. These selection CDs (even previous years are available) 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 (Picture Memory) are available from Tune In ([www.elizajan.com/art.htm](http://www.elizajan.com/art.htm)).

## Tips for Coaching

### REMEMBER . . .

Primary communication with Coaches/Sponsors is done through the e-mail provided by the Primary Contact in the online School/Group 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 page of the website. The *ACQ Contest Timeline and Checklist* on the Academic Challenge Quiz page give you dates and deadlines to follow. Print it and post it where you can see what you have done and what you need to do.

If you have a problem with your first match date, please contact Academic Rodeo and efforts will be made to allow you to swap. After the Prelims, matches cannot be changed unless all competing groups for the day agree on a date change.

Please see the *General Information for All Coaches/Sponsors* for information applicable to all about registering for the contest, registering students, preparing entries, and what to do when all the fun is done. The tips and suggestions below may be helpful to you in working with your students for ACQ.

### 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, if possible, or at least ask questions to see which students answer most quickly.

### Before the Contest

- Provide School/Group & Community/City info online for questions in the 3<sup>rd</sup> Quarter and helps teams learn a little about their competitors and cities. Do promptly so all teams have ample study time.
- Register your students promptly with the Excel document provided. (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 assist in developing 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 4<sup>th</sup> Quarter.
- Help students develop a strategy for when to pass, when to guess, etc. Is it the last question? Guess!
- Go over the **Code of Conduct** with students and have copies available for any parents that 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!
- 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.**
- 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 August 2018

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 only answer 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. Any and 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

1. 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.
2. Groups arrive at their scheduled participation time to the contest building.
3. Sponsor will check-in the group where the contest officials will affix student labels to the appropriate level worksheet.
4. Each student will be given the worksheet before time to enter the contest area.
5. No more than 50 students may compete at one time, 25 at each table set-up.
6. As each student enters the contest area, he or she will be given a clipboard and pencil to use.
7. Products will be arranged on tables with numbers and questions in front of each.
8. Each student will stand in front of a different number to rotate around the tables.
9. Students will be allowed 1 minute per item to write the requested information and will then be asked to move to the next number.
10. 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.
11. Winners will be announced within two days.

### Awards

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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.



# Tips for Working with Your Students

## **REMEMBER . . .**

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

Deadlines exist for a reason. Please be aware of them and follow them. There is an **Academic Rodeo Calendar** in a true calendar format on the Getting Started page and an **Agriculture Identification Timeline** on the Ag ID page. If you have a problem with a deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students get to participate, follow the deadlines.

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 Contest** 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 August 2018

### 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 water color 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 & Checklist on the Art 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

Landscape Orientation

Turn to a portrait orientation and turn to the back to put label in top Left corner.



Portrait Orientation

Turn over to put label in top Left corner on back.



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

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Places plus up to 3 Honorable Mention are awarded in each grade level.

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places in Elementary receive cash awards.

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places in Middle and High School are eligible to apply for Academic Rodeo Scholarships.

Students who do not place receive a Participation Ribbon.

## Tips for Working with Your Students

### **REMEMBER . . .**

Primary communication with Coaches/Sponsors is done through the e-mail provided by the Primary Contact in the online School/Group 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 page of the website. The *Art Contest Timeline and Checklist* on the Art Contest page give you dates and deadlines to follow.

**Print it and post it** where you can see what you have done and what you need to do.

If you have a problem with a deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. If it is possible to give an extension to a deadline, we will do our best to accommodate. To be sure your students get to participate, follow the deadlines.

Please see the *General Information for All Coaches/Sponsors* for information applicable to all about registering for the contest, registering students, preparing entries, and what to do when all the fun is done. The tips and suggestions below may be helpful to you in working with your students for ACQ.



# 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 August 2018)

The levels of competition and project categories are as follows.

**Elementary Level** (grades 3 through 5)

Students may enter **Desktop Publishing** or **Multimedia**.

**Middle School Level** (grades 6 through 8)

Students may enter **Desktop Publishing**, **Multimedia**, **Digital Video** or **Web Page Design**.

**High School Level** (grades 9 through 12)

Students may enter **Digital Video**, **Web Page Design**, or **Programming**.

### Judging:

Projects are submitted 2 or more weeks prior to the actual contest date for prejudging. See the Pentathlon Timeline & Checklist for deadline. Following is an overview of what should be submitted in each category.

#### 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
- Label on back of each copy with *Contest Level, Title, Student Grade, Student Name, School or Group*
- 2 copies of Project Documentation with Teacher Verification Signature

#### 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
- 2 copies of Project Documentation with Teacher Verification Signature

#### 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 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
- 2 copies of Project Documentation with Teacher Verification Signature

#### 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
- 2 copies of Story Board – one for judging; one for display
- 2 copies of Project Documentation with Teacher Verification Signature

#### Programming:

- 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.
- 2 copies of printed overview of Programming Code
- 2 copies of Project Documentation with Teacher Verification Signature

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

High School students submitting an entry as a part of the Pentathlon will be registered in both contests and may place in both contests. See Pentathlon Rules.

### **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:**

- a. Entries are submitted several weeks prior to the contest. The Academic Rodeo Calendar and Computer Science Timeline will indicate the deadline for submitting entries.
- b. On the day of the contest, students arrive and wait in area provided to be called to present their respective projects.
- c. Desktop Publishing participants do not attend the contest presentation.
- d. Computers are provided for showing the projects.
- e. Each student is interviewed by one or more judges regarding how the project works and processes used in developing project.
- f. When the interview process is complete, the student is dismissed.
- g. Results are posted within two days of the contest.

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

## **Awards**

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places are awarded in each category of each Level.

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place Elementary students receive a cash award. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Middle and High School students may apply for Academic Rodeo Scholarships.

Students who do not place receive Participation ribbons.

## **Tips for Coaching**

### **REMEMBER . . .**

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **ACQ Timeline & Checklist** is on the ACQ page. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging is scheduled close to the due date. To be sure students get to participate, follow deadlines.

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.

# Desktop Publishing Guidelines

## 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 of 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.**

## Multimedia Guidelines

### 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 four 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 with accompanying drivers, players, and/or viewers (Hyper Studio, Prezi, or PowerPoint viewer). Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*, and send in a **re-sealable** plastic bag. If a project cannot be easily run from the CD it will be disqualified. Teachers should be aware of CD 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 of the hardware (include exact computer name and type, scanners, cameras, etc.) and software (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 slides from the presentation for display purposes. This remains with Academic Rodeo and is NOT collected after the Awards Celebration.
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**



## Digital Video Guidelines

### 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 – Software used must be compatible with Quick Time or Windows Media. The product need not play full screen.
8. The project must be submitted on a CD. Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group* and send in a re-sealable plastic bag. If a project cannot be easily run from the CD it will be disqualified. Teachers should be aware of CD 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 of 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 and are NOT collected after the Awards Presentation.

**Students must be present during judging.**

## Web Page Design Guidelines

### 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 with accompanying graphics and sounds. Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*, and send in a re-sealable plastic bag. If a project cannot be easily run from the CD it will be disqualified. Teachers should be aware of CD 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 – Software used must be compatible with Quick Time or Windows Media.
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 is NOT collected at the end of Academic Rodeo.

See Template for Documentation on Computer Science page.

**Students MUST be present for judging.**

## Programming Guidelines

### 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.
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.**



# Drama Festival

Middle School groups (6<sup>th</sup> through 8<sup>th</sup> grade) perform One Act Plays  
High School teams (9<sup>th</sup> through 12<sup>th</sup> grade) perform Monologues & Duologues

The Drama Festival is designed to give middle and high school students a positive theatre experience that fosters participation in, commitment to, and appreciation of quality theatre. Theatre is a collaborative art form in which each student can recognize the value of an individual's contribution to the ensemble. The students should be willing to constructively utilize the information provided by the critic judge.

## General Contest Rules

(Revised August 2018)

### RESPONSIBILITIES OF DIRECTOR:

It is recommended that the director be the theatre teacher. However, any willing middle school teacher or parent approved by the school may direct for this festival. See specific guidelines for the Director of either One Act Play or Dramatic Interpretations.

The Director must:

1. Communicate goals and behavior expectations of the festival to students and others involved.
2. Remind parents that their role at the festival site is audience ONLY.
3. See that students should use proper care of all stage equipment and facilities.
4. Always oversee the well-being and conduct of students, while rehearsing, performing, or watching another group.
5. Directors should anticipate transportation needs and accompany their students at all times.
6. **Bring signed Code of Conduct** for group to rehearsal.
7. **Bring signed releases for each student.** Release form is available on the Drama Festival page.
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. Insure 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

A judge certified for One Act plays and/or Monologues & Duologues 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. 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, each 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 and Duologues will be selected.

# 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 which gives credit to educational theatre. Communicate to all students and their families the goals of the festival, rules, 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 6<sup>th</sup>-8<sup>th</sup> 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 Fine Arts 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 tear-down in a supervisory role and assist with extremely heavy objects that could present safety concerns. However, the primary set-up and tear-down 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 and Checklist. 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 floor plan of the stage area is available on the Drama Festival page.

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 consider carefully 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.

## **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 are allowed 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.

The Monologues or Duologues may be Dramatic or Humorous.

The script for each must be provided to Academic Rodeo by the deadline in the Contest Timeline and Checklist.

## THE DIRECTOR/COACH

The Director/Coach must:

- Encourage students to select literary works appropriate for the age group and challenging to the abilities of director and students.
- Coach the Dramatic Interpretations in a way which gives credit to educational theatre. Communicate to all students and their families the goals of the festival, rules, 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 contest Timeline & Checklist.
- **Send a copy of the script** by the designated deadline.
- **Register participants, giving their roles** by the designated deadline.

## SELECTIONS

1. Selections shall be cuttings from published novels, short stories, plays, poetry, or other printed materials. Bibliographic documentation is required for the selection.
2. 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.
3. Appropriate costuming may be used, or the presenter(s) may dress in black. Whatever the attire, it should not overshadow the interpretation itself.
4. 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.
5. 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.
6. 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.

## Tips for Working with Your Group Middle School or High School

### REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. There is an **Academic Rodeo Calendar** in a true calendar format on the Getting Started and General Info pages. The **Drama Festival Timeline & Checklist** is on the Drama Festival page. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. To be sure your students get to participate, follow the deadlines.

One other 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.

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 Instructions for all Coaches and Sponsors.

Please provide scripts by the deadline posted, to allow the Judge ample time to become familiar with the work.

### Other things to note:

- 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.
- 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.
- Often a Back-Stage Award is voted on by Festival Volunteers and presented to recognize those groups which are exceptional to work with in rehearsal time and in dressing room areas.
- Remember that your entire 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.



# Engineering Challenge

Teams of elementary and middle school students build a Mars Rover to complete several tasks.  
Contest Support provided by the University of Texas at Tyler Ingenuity Center

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

## Contest Rules

(Revised August 2018)

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

### Levels of Competition

Elementary – Students must be in 3<sup>rd</sup>-5<sup>th</sup> grades.

Middle School – Students must be in 6<sup>th</sup>-8<sup>th</sup> grades

Schools with 3<sup>rd</sup> – 6<sup>th</sup> 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, 3 itemized budgets, day-to-day notes, and 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	Engineering Design Process
Teacher Activity Manual	Student Activity Manual
Responsibilities of Coaches and Participants	Things to Consider
LEGO Information	Non-LEGO Allowable Elements
Rover Construction and Display	Rover Testing
Scoring Details	Scoring Forms
Lab Notebook	

### 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. A period of instruction for using the sets and working with teams may be provided.
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 in the amount of **\$300 to replace** the kit and you will not be allowed to check out Lego sets for future contests without making a deposit.

## Working with Your Team

### REMEMBER . . .

Primary communication with Coaches/Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. There is an **Academic Rodeo Calendar** in a true calendar format on the Getting Started and General Info pages. The **Engineering Challenge Timeline & Checklist** is on the contest page. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students get to participate, follow the deadlines.

Be sure to read the General Information for All Coaches and Sponsors.

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.
- Remember that you may register ONLY 4 students. Any alternates that work with the team CANNOT be registered and will NOT receive any awards from Academic Rodeo if your team places.
- 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.



# 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 August 2018)

1. The contest is open to Kindergarten students only.
2. The project **MUST be completed at school under the direction of the teacher.**
3. Students 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. Hot glue should NOT be used by the student unless the teacher determines that the glue and glue gun are low heat and safe for the student to use. The teacher may use hot glue in attaching the Critter for display as listed below.
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 Critter should be small enough to 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. It is preferred that the shoe box have a removable lid.
8. 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.
9. 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.
10. 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.
11. 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.
12. The lid of the shoebox should be placed on top for transport to the Academic Rodeo and storage during the summer.
13. 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.

14. Signature of teacher affirms that the entry was created by the student at school without adult assistance.
15. **Six total entries from the school or group** may be selected for submission to the Academic Rodeo Kinder Critter Contest.
16. 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.**
17. Kinder Critters will be judged based on creativity and uniqueness of the Critter as well as creativity and appropriateness of the name.
18. The committee of judges will evaluate the entries and award first, second and third place winners and up to three honorable mention entries.

## Awards

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

## Tips for Working with Students

### REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format can be found on the Getting Started or General Info pages. The **Kinder Critters Timeline & Checklist** is on the Kinder Critters page. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give "grace" for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students get to participate, follow the deadlines.

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

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.



# 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 August 2018)

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 a good representation of boys and girls. **All six students** compete in all portions 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.

- Tests are scored during the lunch break by volunteers. Sponsors may be asked to assist.
- Teams return to the holding area after lunch for announcement of advancing teams.
- The top 10 teams are announced and immediately take their place at assigned tables to begin the Final Round.
- All other teams, sponsors, and parents may watch the Final Round.
- At the end of the problems, winners will be announced if scoring is complete.
- If it is necessary to break ties, results may not be posted for several days.

## Awards

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Place Teams are recognized and 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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 Format

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

- 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.
- 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.
- There is to be no talking during the test. Students should avoid distracting behaviors such as repeatedly tapping a pencil on the table.
- 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.
- Students may not bring any items or materials out of the testing area.
- 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.
- Pencils and scratch paper are provided at each table. If more is needed, student should raise his or her hand.
- 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.
- 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.
- 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 Format**

The 10 teams with the highest team scores on the written qualifying test will advance to the final round of competition. All team members on each Finalist team will compete in the Final Round.

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. 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 team work that contributed to the solution.

Unlike the preliminary written test, the final event is a team competition. The ten teams with the highest team scores on the preliminary test will advance to this final competition. Sponsors and parents are invited to watch this competition.

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.

Each team will be equipped with the materials needed for the competition. A moderator will be standing at a visible spot for the teams. A judge will 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 some of the “hands-on” or 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 team work that contributed to the solution.

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 to proctor how to solve a problem, what a word in a problem means, or any interpretation that might assist in the solution.

There are 4 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

### REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format can be found on the Getting Started and General Info pages. The **Mathletics Timeline & Checklist** is on the Mathletics page and gives all deadlines. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. To be sure your students get to participate, follow the deadlines.

Please read the General Info for All Coaches and Sponsors.

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.
- 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 4<sup>th</sup> and 5<sup>th</sup> curriculum.



## Mindset Breaking Experience<sup>®</sup>

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 the solution

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

### Contest Rules

(Revised August 2018)

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 may register **one team from each level** - elementary, 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 elementary level team and a middle school level team. A campus with Kindergarten through 2nd grade may have an elementary team, while a nearby school in the same district with 3rd through 5th grades could also have an elementary 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.
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 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 iPads upon arrival. Electronic devices may not be used in the Holding Area to insure 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.
- 3 teams (when there are 2 rooms) or 2 teams (when there are 3 or 4 rooms) will advance to the Final Round from each room.
- Parents are welcome to attend. Remind them to arrive at least 20 minutes in advance.
- 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 remain the same as in the Preliminary Round. 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**

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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**

### **REMEMBER . . .**

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **Mindset Timeline & Checklist is on the Mindset Breaking Experience page**. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. To be sure your students get to participate, follow the deadlines.

Please read the General Info for All Coaches and Sponsors.

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

### Coaching Suggestions:

- 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. If you list more than 7 team members on your registration form, only the first 7 listed will be registered and any additional students listed will not receive awards from Academic Rodeo 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.

Most authorities agree that 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 and tactile.

Teams can get the most from coaching for this contest in several ways. First, encourage learners to be as fluent and flexible as possible, avoiding premature closure. Second, do not allow learners to fall victim to mindsets produced by lines on a page or characteristics of building materials. Instead, urge them to move beyond the conventional boundaries set by the classroom and to apply the rule, “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 to solve problems as a group. Finally, use the contest problems as a springboard to other adventures into 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 August 2018)

### 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.

Each student must present a signed parental consent form (Release and Indemnification Form) available on the Pentathlon page and the team will sign a Code of Conduct from the General Info page.

### 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:

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. 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.

Final rules for the 2019 contest are still under consideration. They will follow one of the following formats.

### **Option 1:**

#### **The current format**

**Round 1** – Written Test – 30 minutes

Each team member will select one test from Biology, Chemistry, Physics, and Mathematics. Each team member takes a different test.

**Round 2** – Written Test – 30 minutes

Each team member will select one test from Biology, Chemistry, Physics, and Mathematics. Test selected must be different from one taken in Round 1. Each team member takes a different test.

**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.

### **Option 2:**

#### **Incorporation of elements from Computer Science and the Science Fair**

**Round 1** – Computer Science Entry – 2 members from the team submit an entry in the Computer Science Fair. This may be a single entry completed as a team or 2 separate projects.

A standard score will be developed from the Computer Science total to add to the cumulative Pentathlon score.

**Round 2** – Science Fair Entry – 2 members from the team submit an entry in the Science Fair. This may be a single entry completed as a team or 2 separate projects.

A standard score will be developed from the Science Fair total to add to the cumulative Pentathlon score.

**Round 3** – Written Test – 30 minutes

Each team member will select one test from Biology, Chemistry, Physics, and Mathematics. Each team member takes a different test.

**Round 4** – Team Quiz Bowl – approximately 30 to 45 minutes

Scoring based on whether answer is correct and extra points received based on order of answering question

**Round 5** – Engineering Project Build & Task Completion – 2 hours building time plus the timed activities at the end of the day. Timed items affect the score in the Task Completion. Overall time affects the total score. Course options offer increased scoring potential.

## **Awards**

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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.

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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)

### REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **Pentathlon Timeline & Checklist** is on the Pentathlon page and gives detailed information about deadlines and submissions. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. To be sure your students get to participate, follow the deadlines.

Please read the General Info for All Coaches and Sponsors.

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

- Remember that each of your 4 students on a team will take at least one of the written tests — Mathematics, Biology, Chemistry, and Physics – and all tests must be taken. 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 and the Code of Conduct (on the General Info page) signed by all students.
- 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

## Contest Rules

(Revised August 2018)

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

- Display Only – a class project created by Kindergarten, 1<sup>st</sup> Grade or 2<sup>nd</sup> Grade 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)

### General Guidelines for All Projects:

1. 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.
2. Display boards for science projects **MUST** be freestanding and no larger than 4' X 4'. Academic Rodeo will provide tables for all displays. Tables will not be against walls. **Display boards should be marked 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.
3. **Journals should be labeled** for identification on the top left corner with the student's name, grade, school, and category.
4. 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.
5. Each student who is competing in the Science Fair, except for K – 2<sup>nd</sup> Display projects and Scientific Drawings and Illustrations, 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. All projects entered will be displayed throughout the remainder of Academic Rodeo and photos of the projects will be on display in a Virtual Academic Rodeo during the East Texas State Fair.

### Contest Format

- All Scientific Illustrations and Journal/Notebooks for Experimental and Demonstration projects are submitted approximately 2 to 3 weeks before the contest.
- Each entry is assigned a number based on the level, division and/or category of the project. This number is used to label all components of the project by Academic Rodeo, including score sheets.
- On the day of the contest, a 1 to 2-hour window is available for set-up of projects by students and/or teachers. See Academic Rodeo 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 leave to return at the scheduled time for the contest.
- When judging begins, students are called in small groups to stand by project and be interviewed by one or more judges. The process is staggered to have younger students arrive first with secondary students arriving later, shortening the length of time at the contest.
- 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 Science Fair and Computer Science will be given flexibility as needed in when the projects will be judged at the contest.
- Students in Scientific Drawings or Illustrations Division do not attend the contest night.
- Kindergarten, 1<sup>st</sup> Grade, and 2<sup>nd</sup> Grade Class Displays are display only and students do not attend.

### Project Requirements

Each Experimental and Demonstration project displayed should contain the following items. See the Science Fair Score Sheet to see how each item is scored.

- Project Board –The board should be free-standing and no larger than 4' X 4'.
- Journal outlining the entire process from developing the hypothesis to completion of results. In the Models/Demonstrations, the Journal will include research about the scientific principle modelled.
- Visual aids or other display items to explain the project and its results
- A one page overview of the projects research procedures and results with photo of the project board attached or inserted into the document – This will be used to display in a notebook during the virtual Academic Rodeo on display during the East Texas State Fair.

### Resources

- There are many good overviews of how to develop experimental science projects on the internet.
- Environmental projects may find the Globe Project – [globe.gov](http://globe.gov) - a helpful resource.
- An overview of project and Journal elements will be available on the Science Fair page.

### Procedures

- Journals/Notebooks are submitted several weeks prior to the contest for prejudging of that section of the score sheet and to determine that projects are in the correct category.
- Students, teachers or parents may bring projects to check-in and set-up during the designated time frame in the Contest Timeline.
- Students in Experimental and Model/Demonstration Divisions arrive at the time designated for judging.
- Students in Scientific Drawing or Illustration only submit entries and are not required to attend the contest.
- An area is provided in the building for waiting until the category is called for judging.
- No one is to be in the project display area while any group is being judged except judges and students for the particular judge.
- Students are released by category groups after judging for that category is complete.
- Results are posted within 2 to 3 days.

## DIVISIONS

### CLASS DISPLAY PROJECTS

The Class Display Division is designed for Kindergarten through 2<sup>nd</sup> grade classes to complete a **class** research project and encourage an interest at an early age in scientific research. One project from each class or up to three 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.
- 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.
- Set-up can be by the teacher only or by the teacher and some or all of the students.
- Outstanding projects will be recognized with a certificate to be posted in the classroom.
- 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.
- No awards are presented in this Division other than participation ribbons and/or certificates.

### EXPERIMENTAL PROJECTS

The Experimental Division should be projects involving scientific research and experimentation. The project will include a Lab Journal/Notebook with supporting research, the project hypothesis, procedures used, daily planning and activities in the research, results, and conclusions. A project cannot be judged without a Journal/Notebook.

- All projects **must** be designed to experimentally test a hypothesis.
- 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.
- **Students may work alone or in teams of 2 with each documenting his or her portion of the work in the Journal/Notebook.**

#### Categories:

- 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) **Earth and Space Science:** Astronomy, meteorology, geology

- 5) **Environmental:** Pollution (air, water, land), pollution sources and their control, waste disposal, impact studies, environmental alteration (heat, light, irrigation, erosion, etc.), ecology.
- 6) **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.

Students may work alone or in teams of 2 with each documenting his or her portion of the work in the Journal/Notebook.

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.

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.

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

## **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 (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.

## **Awards**

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

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

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

Students who do not place receive a Participation Ribbon.

## Tips for Working with Your Students

### REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **Science Fair Timeline & Checklist** is on the Science Fair page and gives specific details about deadlines and submissions. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students get to participate, follow the deadlines.

Please read the General Info for All Coaches and Sponsors.

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

- Journals/Notebooks are most often the weakest component of the student’s project. 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. Please enclose all papers in some type of notebook or folder.
- Label each Journal/Notebook with a label indicating the student’s name, grade, Division (Display, Experimental or Model), Category if an Experimental Project (Behavioral, Biological, Chemistry, Earth & Space, Environmental, or Physical), and school.
- Also label the back of Project Display boards and any display items.
- 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 August 2018)

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. Words on the contest list are randomly arranged according to level of difficulty in which they are placed.
10. 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.

11. **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.
12. 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.
13. The lists, indicating grade level for competition as 2<sup>nd</sup> or 3<sup>rd</sup> 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.
14. 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.
15. 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.
16. 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

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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.

## Tips for Coaching

### REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **Spelling Bee Timeline & Checklist** is on the Spelling Bee page and gives more details about dates and deadlines. If you have a problem with a deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students get to participate, follow the deadlines.

Please read the General Info for All Coaches/Sponsors.

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

- Provide Spelling Bee lists early.
- 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.

- 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 the word be used in a sentence.
  - c. They may ask that a definition be given.
  - d. 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.
- 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 August 2018)

1. A writing prompt is provided by e-mail to contacts for registered groups.
2. **Preferred length of essay is 250 WORDS.** The word count should be indicated on the cover page. **Grace is given up to 300 words in length. IF 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 directly 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 a standard Times New Roman or Arial 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 page) 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. **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.
13. 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 e-mailed essays.

14. 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.
15. 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**

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> 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.

## **Tips for Working with Your Students**

### **REMEMBER . . .**

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. **The Writing Contest Timeline & Checklist** is on the Writing page and gives more detailed information. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students get to participate, follow the deadlines.

Please read the General Info for All Coaches and Sponsors.

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.
- Please remember to submit 2 **complete copies** of each 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.
- Do not submit rough drafts, illustrations, etc.
- 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 August 2018)

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. **With the exception of 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. 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.
4. No item will be accepted for competition that is distasteful, suggestive, offensive or controversial. **USE GOOD TASTE!!**
5. 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.
6. Each exhibitor is permitted only ONE entry in the Fashion Show.

### 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

There are 3 **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 Divisions:

#### *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.

***Dressy:*** Garments should be suitable for dressy activities such as dinner dates, theater, banquets, and job/scholarship interviews. Examples are men's and women's suits, dressy dresses, and dressy coats.

***Formal:*** Limited to garments worn for formal evening events and formal weddings. This category includes tuxedos, formal gowns, wedding dresses and bridesmaids' dresses. Garments in this category should not be suitable for ordinary daily activities.

***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 ski-wear; 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.

### Contest Procedures

- Worksheets are submitted to the Academic Rodeo Office by the deadline, 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 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.
- 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 1st, 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

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> places in each Category of each Division of each Level receive Place Ribbons and the winners are invited to the Awards Celebration.

1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Overall Winners in each Division of each Level are awarded to 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.

## Tips for Working with Students

### **REMEMBER . . .**

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **Youth Fashion Show Timeline & Checklist** is on the Youth Fashion Show page and gives more details about the contest. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging or other timings are scheduled close to the due date. To be sure your students get to participate, follow the deadlines.

Set benchmarks along the way to be sure the student is on track to finish or purchase garment and complete all required worksheets.

Check Worksheets and point out areas where the student should provide more information.

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. Approximately 300 of these students are recognized at the Awards Celebration each year for their accomplishments.

## **Monetary Awards:**

Elementary Level (Grades Kindergarten through 5):

Each 1st, 2nd, and 3rd place winner is presented a cash award or gift card in the amount of \$25, \$15, and \$10 respectively. These will be presented at the Awards Celebration.

## **Scholarships:**

- Middle School Level (Grades 6 through 8):  
Each 1st, 2nd, and 3rd place winner is eligible to apply for a Middle School Scholarship in the current year. See Middle School Scholarship Program for guidelines for application and selection.
- High School Level (Grades 9 through 12):  
Each 1st, 2nd, and 3rd place winner is eligible to apply for a High School Scholarship in the current year. See High School Scholarship Program for guidelines for application and selection.

## **Medallions:**

1st, 2nd, and 3rd place medallions will be 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, Engineering Challenge, Mathletics, Mindset Breaking Experience, and Pentathlon.

## **One Act Play Trophy:**

Each One Act Play group will receive a trophy acknowledging the rating of their performance in the Festival.

## **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 and Pentathlon.
- 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.
- 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!

### Who is invited to attend?

- All students who place 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> or Honorable Mention in any contest and all members of One Act Play Casts or representatives of those casts.
- 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 Letter 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 very 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.  
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.
  2. Packets contain 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
    - c. Participation certificates for teams not placing in Academic Challenge Quiz, Engineering Challenge, Athletics, 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, Athletics, Mindset Breaking Experience, and Pentathlon
    - 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 Athletics and Pentathlon
    - j. Medallions for Overall 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
  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. 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 the next contest where a seat is reserved for the student.
- Students are returned to their seats after the contest is recognized.
- Please save group photos of your students until the program is completed.

### **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.

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 two weeks 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, Mathletics, Mindset Breaking Experience, One Act Play Festival, Spelling Bee, and Youth Fashion Show.

## **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.

# Forms & Resources

The following forms & resources can be found on the contest pages. All contest pages have a link to the Code of Conduct Form.

<b>Academic Challenge Quiz</b>		<b>Kinder Critters Contest</b>	
	Current Year Resource Information		Labels to Print
	Middle School Bracket		
	High School Bracket	<b>Mathletics</b>	
	Link to Group & Community Info Form		Sample Problems & Answers
<b>Agriculture Identification Contest</b>		<b>Mindset Breaking Experience</b>	
	Current Year Schedule		Current Year Schedules – Prelim and Final
	Study Guide		Sample Problems
	Worksheets		
<b>Art Contest</b>		<b>Pentathlon</b>	
	Labels to Print		Release and Indemnification Form
<b>Computer Science Fair</b>		<b>Science Fair</b>	
	Score Sheets		Journal Templates
			Illustration Labels to Print
			Score Sheets
<b>Drama Festival</b>		<b>Spelling Bee</b>	
	Schedule		2 <sup>nd</sup> Grade Contest List
	One Act Critique & Criteria Descriptions		3 <sup>rd</sup> Grade Contest List
	Monologues & Duologues Critique		
	Stage Layout		
	Release & Indemnification Form	<b>Writing Contest</b>	
<b>Engineering Challenge</b>			Cover Sheet Template
	Current Year Schedule		Sample Scoring Rubric
	Engineering Challenge Contest Manual	<b>Youth Fashion Show</b>	
	Scoring Forms		Worksheets
	Teacher Activity Book		Evaluation Forms
	Student Activity Book		Modeling Diagram