



**SCJCL**

**GRAPHIC ARTS CONTESTS  
AND RULES**

**The divisions in Graphic Arts are Lower (6-8) and Upper (9-12), but divisions or contests may be combined if there are too few entries. The following rules apply to all Graphic Arts Contests. Failure to follow the rules in each category will result in disqualification.**

- Only delegates properly registered and present at Spring Forum may submit projects.
- All projects must be the work of the delegate alone, have been completed after the previous year's forum, and be in good taste. All projects must have an obvious classical theme, based on classical subject matter, or show clear inspiration from classical art. Please be aware of acceptable use rules (see below) and credit sources so judges can understand your project better.
- The student's name should not appear anywhere on the project
- Group projects are not allowed. The work should be done by one student.
- Students may enter as many Graphic Arts contests as they wish but may have only one entry per area (e.g. one watercolor, one colored pencil, one pastel, etc.). It is the entrant's responsibility to report the correct media used. Projects entered in the wrong category may be disqualified. If a delegate enters more than one project in a category, all will be disqualified.
- There should be no computer-generated materials other than in Digital, Art, Cartoon, Minecraft Model, Computer-Enhanced Photography, Charts, Maps, and Games. AI generated material is not allowed in any capacity.
- Projects are judged holistically by judges using the general graphic arts rules listed here and the judging criteria found in the individual contests. Thus, there is no specific grading rubric or sheet for each project.
- Do not use any copyrighted characters or ideas unless you submit a copy of written permission from the holder of the copyright as detailed below. If you use copyrighted material without permission, your project will be disqualified. However; if you are inspired by another work (e.g. you complete a drawing of a statue or image you've seen), you **MUST** cite the original source.
- Projects earning a "Best in Show" distinction will be notified in advance and are requested to be brought to the Spring Forum event for a showcase to receive a special ribbon. Projects will be returned at the conclusion of the event.

**All Graphic Arts Projects must be submitted through the [Google Form](#) by February 28th at 11:59PM.**

**No judging will take place at the Forum event!**

## **2D Art**

**Traditional Photography**- Participants may apply basic image manipulations to the image — either in the darkroom or in an image-editing program — as long as the final image is a realistic representation of the subject matter. If using a computer, these effects must be limited to adjustments that could be obtained in a darkroom, such as contrast, levels/curves, lighten/darken, dodge/burn, sharpen/blur, stitch, or add/remove noise. Entries may be either color or black and white. Participants may use a film or digital camera.

**Computer-Enhanced Photography**- Participants start with one or more conventional photos as a starting point and then apply significant manipulations and adjustments through computer software to produce a new image. Examples of modifications may include changing or inverting colors, adding a new background, superimposing one photo over another, introducing new textures, etc. All materials must be the original work of the entrant. You may not use material from any source other than your own digital photographs.

**Digitally Drawn Art**- In this contest, students create an original digital drawing or image. This can include digital drawing in an app (such as Microsoft Paint, Paper, or Illustrator), pixel art, or using some other app or computer program. Photoshopped or digitally altered photographs belong in Computer Enhanced Photography. AI generated art is not allowed and will be disqualified.

**Minecraft Model**- Students may submit video or screenshots of the project Models can be made in either the Java or Bedrock versions. All construction must be done by the student. Any addons or modifications to the game are NOT allowed. The model should be no larger than 128×128×320 blocks.

**Design**- In this contest, students create a design, logo, original slogan, or saying in English that would help publicize Latin or JCL. The design should be suitable to fit on a sticker or a button. Each entrant to this contest must be aware that their design might be used by SCJCL as publicity, and must be in agreement with this stipulation.

**Cartoons**—may be either a single panel or a strip, in panel storytelling format. Art should be no larger than 8 ½ x 11 inches. Cartoons may be hand drawn or digitally produced.

**Greeting Cards**—must be no larger than 5 ½ x 8 1/2 inches when folded to avoid disqualification (this would be a folded piece of standard sized paper). Cards may be serious or humorous and written for any occasion.

**Poster**—must measure no bigger than standard poster board that measures 22x28 inches or standard foam board that measures 20x30 inches. Posters are educational, and should teach something to the reader. (N.B.: this is different from the NJCL categorization!)

**Maps** - must measure no bigger than standard poster board that measures 22x28 inches or standard foam board that measures 20x30 inches and contain no computer generated material to avoid disqualification; may vary in media (e.g., textile reproductions). Maps show a place, either fictional or real. Be consistent in the language(s) used for labeling place names.

**Mosaics**- Should be made on a firm background—not cardboard, unless paper tesserae are used. Whatever type of tesserae are used, the entire space should be covered, including the background area, but only by one layer of rice, rocks, etc. Do not build up or overlap tesserae. Do not leave spaces between the tesserae. Tesserae should be approximately the same size and thickness to give a fairly level finished product. They should be individual, separately colored pieces, and firmly attached. Lines drawn to place tesserae should not show, and there should be no lines painted on the surface of the finished mosaic.

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

**Teaching Tool**- A digital media device designed to aid in teaching a classical topic or material. This could include PowerPoints, Videos, websites, games, etc.

**Acrylic/Oil painting, Black Pencil, Chalk/Pastel, Charcoal, Colored Pencil, Ink, and Mixed Media-**

All entries must be two-dimensional on one piece of paper. There should be no paste-ons. Do not enter groups of pictures, as they cannot be judged fairly against a single picture. Art (excluding a mat) must not exceed a maximum of 20x24 inches. Canvas must not exceed a maximum of 20x24 inches.

**Impromptu Art**- This competition will take place at the spring forum. No projects may be submitted ahead of time. Students competing in impromptu art will be given a theme and supplies to create a project based on those parameters.

**Club Scrapbook**- One per school may be entered. This scrapbook may be digital or paper. All materials in the scrapbook must pertain to the current school year or to the period after the last state or national convention. The scrapbook must be entirely new. No materials from previous scrapbooks may be used. All materials used in the scrapbook must pertain to Latin, the Classics, or the Junior Classical League and must not be secondary or incidental in nature. Materials that are directly related to the activities of the Junior Classical League may be included (maps, brochures, etc.). Any Latin or Greek quotes must have author information and translation into English. All paper scrapbooks must meet the following size restrictions: The pages of the scrapbook may be no larger than 22x28 inches (poster board size).

**Please keep in mind that NJCL graphic arts contests require matting on all 2 dimensional artworks!**

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## 3D Art

**Decorative Stitching and Textiles**- No kits or patterns should be used without major changes. Embroidery, weaving, batiks, t-shirts and hand sewn garments are included in this category. Work

should be neatly done, flat, not puckered, with even and uniform stitches, and with no knots or dark threads showing through from the back. In cross-stitch, all the stitches should cross the same way.

**Dolls-** Only hand-made dolls may be entered. No purchased kits or patterns should be used without major changes. Delegates may enter a single doll or a group of dolls; dolls may be monsters as well as recognizable historical or mythological characters.

**Games-**Entrants are encouraged to make as many elements of the game by hand rather than using purchased game pieces or pieces from common board games.

**Jewelry-**Must be hand-made only. May be a replica of an ancient piece of jewelry, or a modern interpretation of an ancient theme or design.

**Small Models-**Must be 12 inches or smaller in height, width, and depth - They should be able to fit in a 12x12 x12 box. Must be actual three dimensional representations of objects, not flat pictures. More credit will be given to projects with a majority of hand-made elements. Weapons and armor go in this category, provided they meet the size requirement.

**Large models-**Must be larger than 12 inches in height, width and depth, but no larger than 36 inches in height, width, and depth. Must be more accurate and intricate in detail than smaller models. More credit will be given to projects with a majority of home-made elements. Weapons and armor go in this category, provided they meet the size requirement.

**Pottery and Sculpture-** Must be hand-made only—no molds.