Showcase beta member’s cooperative teamwork, creativity, and knowledge in S.T.E.M. (Science, Technology, Engineering, and Mathematic) areas. You may enter a team in each of the exhibitions. Since these exhibitions are not state competitions, all clubs are eligible to participate. Enter these competitions online during the registration process. Space is limited, register early to guarantee your entry. The deadline for registration is May 3, 2017.
Teams of 3 to 5 students will create wearable costumes in the style of your favorite Disney character using recyclable materials to be showcased on the runway.

Time Limit: 2 hours

COMPETITION GUIDELINES

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

TEAMS MUST PROVIDE:

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

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

JUDGING CRITERIA

<table>
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<th>Category</th>
<th>Points</th>
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| Creativity        | 20 pts.
| Design Concepts   | 20 pts.
| Originality       | 20 pts.
| Craftsmanship     | 20 pts.
| Presentation      | 20 pts.

Educational Connections

* Visual Arts Standards
* Creativity and Innovation
* Communication and Collaboration
* Critical Thinking and Problem Solving
* Sustainability
Teams of 4 students will be given a problem that requires brain calisthenics to develop a reasonable plan and conclusion

Time Limit: 1 hour

COMPETITION GUIDELINES

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

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Educational Connections

* Critically Thinking/Problem Solving
* Logical Reasoning
* Creativity and Innovation
* Communication and Collaboration
Teams of 2 to 4 students will create a high-quality, well-designed, original website given a particular scenario

Time Limit: 2 hours

COMPETITION GUIDELINES

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

TEAMS MUST PROVIDE:

• Laptop computer (please make sure computer is charged. Electrical outlets will not be available)
• The following software is recommended:
  Photo editing such as Photoshop, Gimp, or Microsoft Paint
  HTML editor such as Notepad +, Apanta, or Dreamweaver

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

JUDGING CRITERIA

Website Usability 30 pts
Design 30 pts
Technical Competency 30 pts
Presentation Skills 10 pts

EDUCATIONAL CONNECTIONS

* Knowledge of web design
* Creativity and Innovation
* Communication and Collaboration
* Real world application
* Graphic Design and Marketing
* Computer programming
Teams of 2 to 4 students will be posed with a situational problem. Utilizing lego products, the team will develop an innovative solution and share with others.

Time Limit: 2 hours

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

TEAMS MAY PROVIDE:
• Three large size zip lock bags of legos/gears/and motors

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

JUDGING CRITERIA
Detail and Design
20 pts.
Creativity/Solution
20 pts.
Originality
20 pts.
Teamwork
20 pts.
Overall Functionality of Invention
20 pts.

EDUCATIONAL CONNECTIONS
* Creativity and Innovation
* Communication and Collaboration
* Critical Thinking and Problem Solving
* Engineering and Design
In 2015, Trading Pins were introduced at the National Convention. We are encouraging clubs to create a club pin and join others in the trading process. Pins may be submitted for judging during the time printed in the convention program. Pins will be traded during the designated pin trading times listed in the final program.

**COMPETITION GUIDELINES**

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

**FAQ**

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

**Educational Connections**

- Communication and Collaboration
- Graphic Design and Marketing
- Business skills

**JUDGING CRITERIA**

- Design: 30 pts
- Creativity: 30 pts
- Overall presentation: 40 pts