Spirit Rules and Guidelines

Spirit may be the only time you get to scream in the name of classics and have it actually be worth points in a competition (and let’s be real – it’s probably the coolest part of Convention). We encourage you to participate in this year’s Spirit contest and have fun with it! Below are the Spirit rules and rubric by which we are grading you on.

Costumes, props, signs, and creativity are acceptable and encouraged.

1. Using the school signs placed by your area is not permitted- do not wave them!
2. No tossing anything! No bubbles and no noisemakers.
3. Nothing inappropriate (inappropriate dress, violence, vulgarity, etc.).
   1. Full shirts, shoes, and arm-length pants are required to be considered for a spirit prize.
4. Standing on chairs is not safe and not allowed. You will be disqualified from the Spirit competition if you do.
5. Schools will be categorized based on the number of delegates as Small, Medium, or Large.
6. Spirit is judged fifteen minutes before General Assemblies, not in the procession to the assemblies.
7. *Points will be deducted for violation of rules and inappropriate conduct.*
8. Prizes are awarded to the most creative and awesome delegations, as well as those who truly reflect the awesomeness that is the JCL.

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| Spirit Rubric | School: |  |
| 10 points possible | Volume   * How loud the delegation is throughout the competition | \_\_\_ of 10 |
| 10 points possible | Creativity/ Originality   * Good use of the convention themes * Creative – what was your take on the theme? * Were you original? Did you have a fresh take on the themes? | \_\_\_ of 10 |
| 10 points possible | “Coolness Factor”   * Clothes/costumes – how awesome are they? * Is there some pizzazz? A wow factor? | \_\_\_ of 10 |
| 10 points possible | Unity   * Everyone has similar props * The delegation is reciting the same cheers at the same time   •  If there are movements, they are done at the same time | \_\_\_\_\_ of 10 |
| 15 points possible | Enthusiasm   * The delegation looks happy and ready for the glorious nature of Spirit   •  All of the delegation looks excited to participate and isn’t hiding in the back of the group | \_\_\_ of 10 |
| 20 points possible | Overall Effect   * Did they snap crackle and pop? * Did they show what JCL Spirit is all about? | \_\_\_ of 20 |
| 60 points possible | Total | \_\_\_ of 70 |

The objective of Roll Call at OJCL Conventions is for delegations to share

their attendance and express themselves in a fun way. Convention is

supposed to be fun, and Roll Call is always a barrel of laughs!

Roll Call:

1. Rules 1-3 and 6-7 of spirit apply to roll call (except that noisemakers are allowed).

2. Each state delegation is allowed to send a maximum of two students for roll call.

3. Each delegation has 30 seconds (strict maximum), and should include their school name, # of delegates, # of chaperones, # of sponsors, and their total # of attendees.