



Art Contest Guidelines & Rubric

I. Guidelines

A. Participants

1. This contest is not subdivided into *minores*, *maiores* and *optimates*.
2. Schools/Teams may submit 1 entry per category.
3. Individuals (not competing with a team) may submit 1 entry per category.

B. Criteria

1. All entries must have a classical theme that complements the convention theme *De Amicitia* (concerning friendship). Excellent pieces will derive inspiration from the history, literature, or artwork of the classical or Medieval periods. The architecture category does not need to demonstrate the classical theme, but should instead be a reinterpretation or recreation of a well-known historical structure from the classical or medieval world.
2. The entry should be the original work of the individual participant entering the piece.
3. Do not use any copyrighted characters or ideas. Artwork created in violation of copyright laws will be disqualified. Most copyright laws apply to work created in the 20th century or later, but take care to research your intended subject to make sure you are above reproach in this matter.

C. Categories

1. Drawing:
 - a) This contest may be subdivided into polychromatic and monochromatic drawing.
 - b) Only one of the following forms of media may be used: pencil, charcoal, or ink.
 - c) Entries must be stiff-matted, but without frames or glass.

2. Painting:
 - a) Only one of the following forms of media may be used: Oil paint, acrylic paint, watercolor or pastels. Mixed media entries are not permitted.
 - b) Entries must be stiff-matted or on canvas, but without frames or glass.
3. Mosaics
 - a) Mosaics are not limited to tesserae or tile, but may consist of any material the artist chooses.
4. Sculpture
 - a) Should be handmade without the use of molds.
 - b) The work should be a single medium/material. Mixed media entries are not permitted.
5. Architecture
 - a) Should be an actual three-dimensional representation of a building or other classical structure (e.g. aqueduct, Hadrian's wall, Pantheon, etc.)
 - b) The work must be made by the student (no prefabricated kits).
 - c) Use of a 3D Printer for any part of the structure is not permitted.

II. Presentation

- A. Participants should bring art contest entries to art registration at the tournament on Wednesday afternoon/evening.
 - a. Judging will take place behind closed doors on Thursday.
 - b. A gallery viewing will take place on Friday and entries should be picked up following the gallery hours. (Specific hours to be announced.)
- B. Neither the Tournament of Laurels nor our host university assume any responsibility for any artwork remaining on campus after the closing of the convention.
- C. No names are to appear on the entries. All contestants will be assigned a contestant number and given a claim ticket upon registration.
- D. All entries should be accompanied by a note card with the following information:
 - a. Title of artwork
 - b. Competition Category and specific medium of artwork (e.g. painting, watercolor)
 - c. A brief description of artwork that discusses the interpretation of the theme and brings special details to the attention of the judges.

- d. *CAVEAT*: The note card should NOT include the contestant's name or team/school.

III. Rubric

Judging Criteria: All works of art in each category will be assessed on the following criteria:

CRITERIA	ELEMENTS	SCORE (1-5)
Interpretation of Theme	<ul style="list-style-type: none"> ● Piece clearly demonstrates the convention theme. 	
Classical Reference	<ul style="list-style-type: none"> ● Piece makes reference overtly or subtly to a classical work. 	
Elements of Art	<ul style="list-style-type: none"> ● line, shape, color, light, space, texture 	
Principles of Art	<ul style="list-style-type: none"> ● Balance, Proportion/Scale, Unity/Variety ● mass/volume (sculpture, architecture) ● Function/Setting (architecture) 	
Overall Craftsmanship	<ul style="list-style-type: none"> ● Presence and impact of the piece 	
TOTAL SCORE:		