

# Florida Junior Classical League State Forum

## Rules for Creative Contest: Games

IN ADDITION TO THE SPECIFIC RULES LISTED FOR THIS CONTEST, THE PROJECT MUST ALSO ADHERE TO THE RULES LISTED IN THE GENERAL RULES DOCUMENT.

1. Projects must have no computer-generated, scanned, photocopied, or digitally produced or reproduced images, or the project will be disqualified.
2. Original drawn or painted artwork is required.
3. Projects may have computer-generated text. Proper credit in a standard bibliographic format must be given. No text may be plagiarized, or project will be disqualified.
4. Maximum dimensions are limited to 22 x 28 x 36 inches (the size of one standard piece of poster board) or 20 x 30 x 36 (the size of a medium foam board).
5. Games must be the original conception of the student; games may not simply adapt existing games (e.g., Mythopoly that copies the Monopoly concept or Periculum that copies Risk).
6. Games must include directions, playing pieces and everything needed to play.
7. Students must make all parts of the game, including but not limited to the playing pieces, dice and game board. No store-bought game pieces, game boards, etc., may be used. Students may 3D print game pieces, but they must be designed by the student. An explanation of the process must be included on the notecard and/or project description page.
8. A project may be framed, but no project may be covered with glass, plastic or lamination.
9. A completed description card must accompany the project entry.
10. A short (maximum one page), typed explanation of the making and purpose of the project may accompany the submission.

### Judging Criteria:

Originality/Creativity	5
Degree of Skill	5
Design and Color	5
Accuracy/Authenticity	5
Adherence to Classical Theme	5
Neatness	5
Adherence to Rules	5
Overall Effect	15
<b>TOTAL:</b>	<b>50</b>