

Maine Junior Classical League Spring Convention

JCL Convention Theme, 2014-2015

tu ne cede malis, sed contra audentior ito. Yield not to misfortunes, but advance all the more boldly against them. Vergil, Aeneid VI.95

Schedule of Events

Wednesday, May 20:

11:00 am-12:00 pm	MEJCL Officers Meeting
12:00 pm-1:30	School Registration, File for Candidacy
2:00-2:15	Day 1 Spirit
2:15-2:45	General Assembly I (All General Assemblies are required)
3:00-3:45	Chariot Races and Catapult Competition (see attached flier)
3:30-6:20	Event (Art, Sight Latin, Costume Contest) Registration
3:45-4:45	Tug of War
4:45-6:20	Dinner, Testing, and Colloquium Rotation
6:30-7:15	General Assembly II (All General Assemblies are required)
7:30-8:30	Meet the Candidates
7:30-9:00	Sight Latin
7:30-10:00	Chess and Cribbage
8:00-10:00	Movie
8:30-9:30	Costume Contest
9:00-10:00	Game Night with the MEJCL Officers
10:00-10:45	Fellowship
11:00	Call to Cabins (required for all delegates)
11:30	Lights Out

Thursday, May 21:

7:00-8:00 am	Marathon and Registration for Thursday Schools
7:00-8:30	Breakfast
8:45-9:00	General Assembly III (All General Assemblies are required)
9:15-11:00	Certamen, Ludi Soccer and Basketball
11:00 am -12:35 pm	Lunch, Testing, and Colloquium Rotation
12:45-1:45	Fellowship (and organize Olympics)
1:45-2:15	Line up for Spirit Procession, Spirit Contest
2:15-2:45	General Assembly IV (All General Assemblies are required)
3:00-5:00	Olympics
4:30-6:00	Dinner and Cabin Clean Up
5:00-5:30	Nationals Meeting
6:00-6:30	Certamen Finals and Cabin Clean Up
6:45-7:30	General Assembly V (All General Assemblies are required)
7:30	Departure

Arrival

Please be prompt! In order to fit in all of the fun activities we have planned, we must start the convention on time and we cannot wait for you. If you arrive late, you and your students will miss vital information in the assemblies.

Dress Code

Togas must be worn at General Assembly IV for the spirit contest. It is recommended that togas be worn at other times.

Convention Cost

Despite rising costs at Mechuwana, **the price for this year's Spring Convention is \$50 for all delegates**. Due to the food requirements, it is important to get registration numbers a week before the event, **Thursday, May 14. No refunds will be given**, although students may be substituted for those who cannot attend. If a school registers 20 delegates overnight, but brings only 18, it will still have to pay for all 20 delegates at \$50. We strongly encourage you to have your permission slip and fee deadline **several days before this deadline** and tell your students that **no refunds will be given after May 14**.

General Assemblies

All delegates must be in attendance at each of the three General Assemblies on Wednesday and Thursday. The agenda and times of these assemblies are found in the *Schedule of Events* section above.

Spirit and Roll Call Theme

The theme for spirit before GA I is **Lingua Latina Optima Est, Latin is awesome!**

The theme for spirit before GA IV is **Star Wars: May the JCL be with you**. Schools will not be given individual themes, but we ask that you interpret this theme in your own way. You may wish to consider more unique parts of the overall theme so we do not have schools all doing the same thing. Please try to incorporate this theme in your spirit for GA IV and roll call.

Spirit

Each delegation should prepare short cheers or slogans to yell during the spirit contest, fifteen minutes before the First and Fourth General Assemblies. Also, schools should wear something that makes them identifiable as a group – be creative and use your imagination. Roll call, mentioned below, is also part of the spirit contest. Points will be deducted for negative cheering or bad behavior during the contest and General Assemblies. Judges are looking for **enthusiasm, creativity, dress/costume, unity, and overall effectiveness.**

Delegations may not use school mascots during their spirit. Failure to adhere to this rule will result in instant disqualification. Competitive spirit is 75% of the spirit contest.

Roll Call

One or two representatives (no more) from each school should be prepared to introduce their school at the roll call during General Assembly I on Wednesday. At this time, students creatively announce where they are from, **the number of students at each level of Latin, whether there are any state officers from their delegation, and the number of adult chaperones or sponsors.** Good taste must be used when creating the roll call, and it is advisable that sponsors approve a school's roll call before the convention. Each school will have **45 seconds**, and points will be deducted for those who exceed this. Judges are looking for **creativity, adherence to theme, and overall effectiveness.** Roll call is 25% of the spirit contest.

Academic Testing

All delegates at the convention will take academic tests this year. Testing will be done in shifts with lunch. Some tests are different per level, others are the same for all levels. Students, however, are graded only with others in the same level. The tests are:

Tests Different per Level	Tests Same for all Levels
Vocabulary and Derivatives Grammar Reading Comprehension	Roman History Mythology Roman Culture

Pencils will be provided. **Students will NOT be allowed to leave the testing room until their shift is done.** Therefore, they should take as many tests as possible (and spend their time on them). Awards are given to five places at each level. Students will not receive awards for tests taken at a lower level. **Please remind your students to clearly write their ID number, test number, and level on the answer sheet.** Illegible tests will not be scored.

Entire delegations will be assigned to the same testing, fellowship, and lunch shift. All students must attend all three parts of the shift. Note that testing will be conducted on different days for schools who choose to stay overnight. For schools participating only on Thursday, testing will be done during lunch.

Name Badges

Delegates will be issued a name badge at the Convention with their name, school, and JCL testing number on it. **Name badges must be worn at all times.** Students will write their JCL number on all tests and it will be used for Olympics. At the end of the Convention, the name badges should be dropped off with the State Chairs so they may be used for future Conventions.

Meals

All meals will be provided by Camp Mechuwana, including Wednesday dinner, Thursday breakfast, lunch, and dinner. These meals are included in the cost of the convention. Bring extra snacks for yourself if you want, especially for Wednesday night.

Certamen

Each school may enter **one** Certamen team per level (Latin I, Latin II, Latin Advanced). If the number of teams at a given level is not divisible by three, we will make all-star teams at the convention. Certamen points will be included as part of the academic sweepstakes. All teams will play the first three rounds starting at 9:15 after a brief proctor's meeting. Finals for the top six teams will be held after dinner at 6:00. Students on a team may not be changed during a round, although a student or students may be substituted in between rounds. **Please read the attached Certamen flier for more information.**

Olympics

See the Olympics sheet for a description of these activities. Please be sure to write down the names and ID numbers of students participating in each Olympic activity to allow for you to organize your participants as well as for us to help with recording the results. Any student signed up for events needs to be in the Olympic area the entire time, **not in the cabin areas.** The organizers of the events will stay on schedule and not wait for missing athletes. **Note that the marathon will be run in the morning on Thursday.**

Ludi

We will have Ludi Tug of War on Wednesday, and Soccer, and Basketball on Thursday. On Wednesday evening, there will be Ludi Chess (individual) and Ludi Cribbage (teams of two). We encourage schools to participate in these events. Trophies will be awarded to the top four teams in Ludi Tug of War, Soccer, and Basketball, and ribbons to the top four individuals in Ludi Chess and Cribbage. Schools with less than a full team are encouraged to join up with another school.

Awards

Awards will be given in the following categories: Academic Sweepstakes (top 5 schools), Olympic Sweepstakes (top 5 schools), Individual Academic Performance (Top 10 students, tiebreakers will be used), Certamen (top 6 schools), Creative Arts (top 5 schools).

Running for Office

Students are encouraged to run for the MEJCL offices. Elections will be held at General Assembly IV, and the results will be revealed at the same General Assembly. **A student must be present at all General Assemblies on Wednesday and Thursday in order to run for office.** Candidates will deliver a **three (3) minute speech** in front of the entire assembly at GA II. Each candidate will be introduced by a fellow JCLer, who will want to talk about the merits of the candidate. **We will also have a Meet the Candidates Forum on Wednesday Night. JCLs will be required to send 20% of their delegation to this forum in order to retain voting privileges.** Please see the information on the Officer Application form included in this mailing.

Creative Arts

We are trying to encourage more students and schools to participate in the creative arts competition at the Spring Convention. The creative arts contest includes the following sections: standard banners, new JCL banners, costume contest, sight Latin, graphic arts, multimedia, local scrapbooks, JCL t-shirt, and pictures submitted to the MEJCL Historian. Please see the information on the Creative Arts form included in this mailing for more information.

Sleep Over

Students will be housed in unheated cabins at the camp. Students should bring sleeping bags, pillows, and any other bedding materials they may wish. Shower facilities will be available. At their discretion, state officers may be housed together.

On-Campus Rule

Students are not allowed to leave the camp at any time during the convention unless they are not returning. For liability reasons, **students may not drive themselves to the convention.** There will be no use of cars at the convention. Students who need to arrive or leave at a time different than their school's bus need to be transported by their parents.

Chaperones

We want to make sure that we have a successful and fun convention. One way to do this is to be sure that the students are adequately supervised. We must insist that a school bring one adult for every 15 students attending the convention. For example, a school with 25 delegates needs two adults for supervision purposes. There is no additional cost for the club sponsor or chaperones.

Clean Up

Each delegation must clean its home area prior to leaving. There will be time during dinner and the final round of Certamen for clean up.

Directions to Camp Mechuwana

From I-95, take exit 109 towards Winthrop (Route 202 W). Follow this road until you reach a blinking light at Highland Avenue in Winthrop. Take a left on Highland. When this road forks, bear right onto Holmes Road. Camp Mechuwana will be the first road on the left.

Questions

Questions should be addressed to the State Chairs, Ben Johnson at Hampden Academy, brjohnson4@gmail.com, Seth Knowles at Greely High School, sknowles@msad51.org, or Meg Cook at Winthrop High School, mgcook2009@hotmail.com.

Maine Junior Classical League
Spring Convention
Camp Mechuwana
Wednesday-Thursday, May 20-21, 2015

Registration Form

Please send this form or email Ben Johnson with the information on this form by **Thursday, May 14**. If you are staying over, please send to us **the number of boys and girls**.

Sponsor _____ Email _____

School _____ Phone _____

Names of additional chaperones (there should be at least one adult chaperone per 15 delegates)

	Latin I	Latin II	Latin Advanced (III, IV)
Certamen Teams (one per level)	_____	_____	_____
Number of Students Attending	_____	_____	_____

Registration (Wednesday and Thursday)

_____(boys) + _____(girls) x \$50.00 = _____ (to be paid)

By sending in this registration, you are agreeing to pay the declared amount and recognize that there can be no refunds for delegates who are registered but do not attend. You also are responsible for having in your possession permission slips for each student and agree that the Maine Junior Classical League nor Mechuwana are responsible for any negligence on the part of the teacher. There is no fee for chaperones or sponsors to attend the convention.

Please send this form to, email, or call Ben Johnson with your number of delegates and bring this form with you!

Be sure to indicate the number of each gender staying overnight.

Benjamin Johnson
Hampden Academy
89 Western Avenue
Hampden, ME
04444

brjohnson4@gmail.com or bjohnson@rsu22.us

207-862-3791

Student Permission Slip Form

Name _____ Level of Latin _____

School _____ Gender M F

Parent/Guardian's Name _____

Address _____ Phone _____

I give permission for my son/daughter to attend the Maine Junior Classical League State Spring Convention at **Camp Mechuwana in Winthrop, Maine**, on **May 20-21, 2015** and to participate in all activities at the convention. I understand that there is a risk of injury in some of the activities. I understand that neither **Camp Mechuwana**, the Maine Junior Classical League, nor its member teachers and State Chairs is responsible for damages incurred or injuries sustained while taking tests, playing certamen, or participating in any other activities at this convention, and I know of no reason why my son/daughter should not be participating in these activities. I and my son/daughter also understand that the Maine Junior Classical League organizes these activities for the fun and enjoyment of its members and students, and does not intentionally favor one school or student over another.

My son/daughter and I both understand that there is to be absolutely no use of tobacco products, alcohol, or drugs, nor any sexual activities at the convention. I agree that, during the course of this convention, it is impossible for the Maine Junior Classical League and its member teachers and State Chairs to monitor my son/daughter and to personally supervise each student in each activity at every moment. If the rules of the convention are disregarded, I understand that I will be contacted immediately and my son/daughter will be asked to leave the convention at that time. If this is not possible, my son/daughter will not be allowed to participate in any further convention activities and will be monitored closely by the State Chairs and/or my son's/daughter's teacher. We also agree to release, indemnify, and hold the Maine Junior Classical League, its member teachers and State Chairs harmless from any claims arising from any injury resulting from this activity.

Also, by signing this permission form, I give permission to the Maine JCL to use tasteful and appropriate photographs of my son/daughter on social media, the internet, and in the Maine JCL newsletter, the Torch: ME, for the express intention of the promotion of the Maine Junior Classical League and the learning of classics.

Signature of the parent/guardian _____

Signature of the student _____

Date _____



Attendance at the MEJCL Spring Convention will not be allowed without this permission slip, which will be handed in by the teacher upon registering for the convention.

Olympics

Changes and scratches can be made at the event, but this should allow for more accurate and quick results. Please encourage your students to participate in the events they sign up for, and to attend and be part of an enthusiastic cheering section. **Complete this sheet and return it to the State Chairs at GA III (Thursday morning).**

Individual Events (Please include name and ID number of the athletes)

LONG DASH (two per gender)	SHORT DASH (two per gender)
Boys 1.	Boys 1.
2.	2.
Girls 1.	Girls 1.
2.	2.
SHOT PUT (two per gender)	BROAD JUMP (two per gender)
Boys 1.	Boys 1.
2.	2.
Girls 1.	Girls 1.
2.	2.
CARTWHEELS (two per gender)	JUMP ROPE (two per gender)
Boys 1.	Boys 1.
2.	2.
Girls 1.	Girls 1.
2.	2.
FRISBEE TOSS (two per gender)	SACK RACE (two per gender)
Boys 1.	Boys 1.
2.	2.
Girls 1.	Girls 1.
2.	2.

Team Events

SHORT RELAY (two teams - please circle)	LONG RELAY (two teams - please circle)
4B 4G 2B/2G 1.	4B 4G 2B/2G 1.
2.	2.
3.	3.
4.	4.
4B 4G 2B/2G 1.	4B 4G 2B/2G 1.
2.	2.
3.	3.
4.	4.
3-LEGGED RACE (two teams - please circle)	EGG TOSS (two teams - please circle)
2B 2G B/G 1.	2B 2G B/G 1.
2.	2.
2B 2G B/G 1.	2B 2G B/G 1.
2.	2.

Order of Events

We will try to keep to the following order of events for the Olympics:

1. Long Dash
2. Short Dash
3. Cartwheels
4. Jump Rope
5. Short Relay
6. Sack Race
7. Long Relay
8. 3-Legged Race
9. Balloon Toss

These events will be on-going (come when you can):

- Shot Put
- Broad Jump
- Frisbee Toss

In case of inclement weather, we reserve the right to cancel or modify any Olympic events.

War Machines

Chariot Races

Each school may enter a chariot with the following specifications.

- Chariots are required to have at least a three foot dashboard.
- This dashboard must be made out of a solid and sturdy material.
- Any chariot deemed unsafe will not be allowed to race.
- The student riding in a chariot **must wear a proper bicycle (or other deemed safe) helmet**. These helmets must be provided by the schools, not by MEJCL.



There will be two races: two boys pulling one girl and two girls pulling one boy.

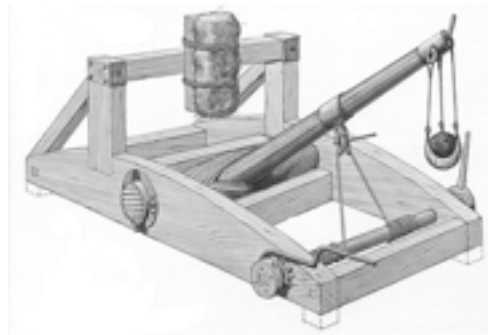
Catapults

The catapult competition will be held immediately following the chariot races on the athletic field. Schools are encouraged to bring their catapults to this field when they arrive for the convention.

Catapults will be judged on distance in firing a softball.

- There is a four foot limit on the length of any single arm in the catapult.
- For the purpose of this competition, a ballista, onager, and other similar devices are considered to be catapults.
- Only firing mechanisms known to the ancients can be used: bent wood, twisted rope, beam-and-sling. See the diagrams below on what ancient catapults look like.
- Note: trebuchets are a medieval instrument and not in the spirit of the day. Therefore, **catapults using counterweight will not be allowed in this competition.**

Any catapult requiring human power, other than to fire the catapult, will be disqualified.



Creative Arts Contests

Every year, many students at the Spring Convention participate in creative arts competitions and get awards for their work. Here are the seven areas which schools can earn points towards the Creative Arts Sweepstakes – the first five of these areas will also be awarded ribbons for places.

1. *Costume Contest*

Create a costume for the following characters. (Note: these are the same characters as the National Convention – if you are planning to compete at the NJCL Convention, be sure to read the rules ahead of time)

- Phaethon
- Circe
- Aphrodite and Hephaestus

2. *Sight Latin*

Test your ability to read and perform Latin on sight. Bring your own dictionary for help. This contest will take place Wednesday night in the Commons.

3. *Graphic Arts*

Students may enter one piece per category:

1. 2D Art, Mosaics
2. 2D Art, Traditional (Paintings, Drawings with pencil, ink, charcoal, etc.)
3. 2D Art, Instructional (Posters, Charts, Maps and other things that inform)
4. 3D Art, Models (Models, Dolls, etc.)
5. 3D Art, Daily Life (Sculpture, Jewelry, Textiles, Pottery, etc.)
6. Film (all films should be uploaded to YouTube and a link provided to the judges, 10 minute limit, original work is required)

4. *New Banners*

Any school with a new JCL banner will receive points towards the Creative Arts Sweeps. The banner must be no larger than 36" x 36" to be considered for this category.

5. *JCL Pictures*

Schools may submit a CD of pictures (or regular pictures to be scanned) to the State Historian for points towards the Creative Arts Sweeps. Please be mindful to submit **high quality pictures of the 2014-2015 school year**, since these will be used for the creation of the State Scrapbook.

6. *JCL T-Shirt*

Each school should submit their t-shirt design for the year to earn points for the Creative Arts Sweeps. Be creative with a classical design, or create a t-shirt based on this year's theme!

Certamen (Teachers and Players, Please Read!)

This year, we are providing Certamen rules to all schools and teachers. We ask that all teachers/proctors please read these rules before the convention so we can maintain consistency during all rounds of certamen.

1. There are three levels of Certamen, Latin I, Latin II, and Advanced Latin. Students may play at a level higher than their current level of Latin, but not lower. Students also may not play at a level of Latin previously completed.
2. At the Spring Convention, we will play three preliminary rounds of 12 toss up questions, with each question having 2 boni questions (a total of 240 may be earned in each round). The top 6 schools will qualify for the final round after dinner. If necessary, we will ask for wild card teams to make a multiple of three for the preliminary rounds. Wild card teams cannot qualify for finals.
3. A team consists of up to 4 students, one of whom is an identified captain, but schools are allowed to substitute in players between rounds. No substitution will be allowed during a round of play.
4. All students will begin each question with **both hands flat on their laps/ground/table**. Ringing in will consist of both slapping the lap/ground/table (to make an audible sound) with one hand AND raising the other hand. In some instances, electronic machines may be used.
5. The moderator will begin by reading the toss up question. Any player may interrupt the reading of the question by either slapping or pressing the buzzer, which indicates the player's desire to give an answer. A player should NOT ring in/slap to have information repeated, clarified, or spelled. When a player rings in/slaps, the moderator MUST stop reading the question and acknowledge the player. Then the player must begin to give an answer within 3-5 seconds, as determined by the moderator.
6. If the player answers the toss up correct, the team earns ten points and the right to answer two bonus questions, each worth 5 points. Teams may not consult during the toss up questions (and may be disqualified from answering the question if it is deemed by the moderator that they are consulting), but are encouraged to consult during the bonus questions. If a player answers the toss up question incorrectly, then no other person on that team may give an answer to that question.
7. If more than one person signals at nearly the same time, the moderator/spotter will identify each player who signaled in the order that they signaled until a correct answer is given or all answers are incorrect. If no team signals within 5-10 seconds after the toss up is read, time will be called.
8. Disqualification during toss ups:
 - a. If a player signals but answers the question before being verbally recognized by the spotter, then that team will be disqualified from that toss up. The only exception to this rule is when a player answers the toss up before being recognized, but is in fact the first person who has rung in. Players will only be penalized for answering questions out of turn.
 - b. If a player signals first, but a player from another team answers without being recognized, the other team is disqualified, and the player who signaled first may answer the question (regardless of whether the disqualified team gave the correct answer or not).
 - c. If a player signals first, but a player from the same team answers without being recognized, that team is disqualified, and the player who signaled first may NOT answer the question.
 - d. If a player signals and then decides to not answer the question (perhaps after hearing one more bit of information before the moderator stops talking), the player must give an answer.
 - e. Consultation (defined as giving to or receiving assistance from a teammate in any form during a toss up) during a toss up will result in disqualification.

9. A player should be careful to answer the question as asked. If the answer contains extraneous, but correct, information, the moderator will ask the player to be more specific to give the answer to the question as asked. As well, the moderator may ask the player to be more specific if an answer given is too broad.
10. Players may spell their answer if they cannot pronounce it correctly, and the moderator may ask for an answer to be spelled for the sake of clarity.
11. If the toss up requires a player to act out a command, the player should wait until recognized and then perform the precise actions requested in the question.
12. If the question refers specifically to a Roman (or Greek) name for a mythological figure, the correct answer must also be from the same culture (e.g., the father of Romulus is Mars, not Ares).
13. Teams will have about 15 seconds to answer a bonus question. It is recommended that the answer be given by the team captain, unless that captain “defers” to another player.
14. Challenges: If a player wishes to challenge the accuracy of an answer during the first three rounds of play, this must be done immediately following the conclusion of the round. If a challenge is made during the round, the moderator will make a note and consult the state chair immediately following the conclusion of the round. For a toss up disputed between two teams, the moderator should have both teams answer both bonus questions silently on a piece of paper, so a ruling can be made later with no penalty for the disputing team. If an answer is given that is not one of the answers listed, yet could be correct, the moderator is encouraged to make a note of this and treat it as if a challenge was issued.
15. Scores in the preliminary rounds may be modified up to the start of the final round. Scores in the final round may be modified up to the presentation of awards.
16. Ties will not be broken in the preliminary rounds. If a tie occurs in the final round, five toss up questions will be asked with no bonus questions. If a tie still remains, single questions will be asked until the tie is broken.
17. The state chairs reserve the right to change or amend these guidelines before or during convention. All changes will be made in the best interest of MEJCL, its delegate-members, and sponsors, as well as according to the guidelines laid out for Certamen by the National JCL.

These rules were adapted from the [National JCL Certamen Rules, available here](#).

Maine JCL Application for Office

Name: _____

School: _____

Level of Latin (2015-2016): II III IV V

Home Address: _____

Phone Number: _____

Email Address: _____

Name of Student Introducing at GA II: _____

Office Sought:

President 1st Vice President 2nd Vice President Parliamentarian
Communications Coordinator Torch:ME Editor Historian

By running for office and signing this form, you agree to attend all Maine JCL Executive Committee meetings and Maine JCL conventions (including Certamen Night). You also agree to fulfill the duties of your office and to stay in communication with the State Chairs and other officers. In some cases, failure to do so could result in your removal from office.

You must be taking Latin in the 2015-2016 academic year in order to be an officer in Maine JCL, or have already taken the highest level of Latin offered at your school.

At GA II on Wednesday evening, you will give a speech lasting no longer than three (3) minutes. In this speech, you should address the following:

1. Your qualifications for holding the office;
2. Why you wish to hold this office;
3. What you will do as an officer.

Signature of Student/Candidate

Signature of Latin Teacher/Sponsor