VISUAL ARTS JUDGING SHEET

ENTRY INFORMATION

Exhibit Competition Level (Circle): Poster

Entry #:

JUDGING CRITERIA

Evaluation Scale: 0 (low) to 10 (high)

- 1. Originality Creative and unique. 2. Quality Composition is neat and balanced. Well-designed. Effective use of colors, spaces, and shapes.
- 3. Impact Captures one's attention. Visually appealing. Thought-provoking. 4. Accuracy Correct information. Correct French (if used). Authentic representation of Francophone culture.

5. Clarity of Theme

Effective treatment of Convention theme.

TOTAL FOR THIS JUDGE

/ 50

REMARKS, OBSERVATIONS, IMPRESSIONS:

VISUAL ARTS MASTER SCORE SHEET

ENTRY INFORMATION				
Competition Level (Circle):	Poster	Exhibit		
Competitor Name(s):				
School Name:				
JUDGES' SCORES				
JUDGE #1 JUDGING SHEET TOTAL				
JUDGE #2 JUDGING SHEET TOTAL				
JUDGE #3 JUDGING SHEET	TOTAL			
TOTAL COMPOSITE SCORE (sum of all judging sheets)				

VISUAL ARTS AWARDS COMPUTATION SHEET

Competition Level (Circle): Poster Exhibit

This sheet is used to compute the ranges of scores for the awards in each level of this competition. Please complete a separate computation sheet for each of the four (4) different competition categories indicated above.

Remember, French Convention rankings are awarded based upon a mathematical formula, not upon subjective discretion. In order to ensure fairness for all students, please follow the procedure below. If you have any questions at any point, please seek out a French Convention officer for assistance.

COMPUTATION

- 1. For each entry, add up the total points scored from each judge (sum of **all** score sheets for a given entry) on the Master Score Sheet. This is the entry's composite score. You will use this score to determine the entry's ranking to be awarded.
- 2. Stack the sets of Master Score Sheets in order, the entry with the Highest Composite Score (**HCS**) being on top. You will use the **HCS** to determine the ranges of the award rankings.

3.	Write down the Highest Composite Score in this competition:	`
	Multiply HCS by .95 (round to nearest whole) =	Supérieur range
	Multiply HCS by .85 (round to nearest whole) =	Très Bien range
	Multiply HCS by .80 (round to nearest whole) =	Bien range

RANKING

- 4. Rankings are awarded as follows:
 - a. Entries with scores ranging from the HCS down to (HCS) \times (.95) are to be awarded a *Supérieur*.
 - b. Entries with scores ranging from just below the *Supérieur* cut-off down to (HCS) \times (.85) are to be awarded a *Très Bien*. See **IMPORTANT** note below in Section 5!
 - c. Entries with scores ranging from just below the *Très Bien* cut-off down to (HCS) \times (.80) are to be awarded a *Bien*.
- 5. **IMPORTANT** The highest score may be so high that when you do the calculations in Section 3 above, no other entry lands in the *Très Bien* range. When this happens, you must do the following:
 - a. Remove that super-high score, set it aside, and award it the Grand Prix.
 - b. Redo the computations above using the *next* highest composite score in the stack.
 - c. Follow the customary rankings outlined in Section 4.
- 6. Write the award ranking at the top of each entry's score sheet. Entries with scores below the *Bien* cut-off do not receive a ranking.
- 7. Turn in all of the Judging Sheets, Master Score Sheets, and this Awards Computation Sheet to the tabulating room. *Merci*!