

GENERAL ASSEMBLY SPIRIT COMPETITION RULES

1. Spirit is judged only for the 15 minutes before Thursday and Friday's general assembly.
2. Schools may not use noisemakers; an object that is not necessarily considered a noisemaker (e.g. a hat), cannot be used to make noise.
3. Nothing may be tossed.
4. Bubbles, glitter, facepaint, body paint, and hair spray may not be used (hair gel is acceptable).
5. No climbing on people or chairs.
6. The 2nd VP will deduct points for 2-5, with the amount of points determined on a case by case basis.
7. Nothing inappropriate (inappropriate clothing, violence, vulgarity, etc.) is allowed. If a school does anything deemed inappropriate, it will receive zero points for spirit that day.
8. Be mindful of fire codes (keep the aisles clear) and other schools.
9. Do not wander from your assigned seats.
10. Jumping is allowed.
11. Please email 2ndvp@wjcl.org a brief spirit summary of spirit day one and spirit day two on or before the Wednesday before Convention.
12. If your school has made themed spirit cheers, in Latin and/or in English, each school's 2nd VP or equivalent, must email them to 2ndvp@wjcl.org before midnight of the day before that spirit day. Theme spirit cheers have the possibility to earn your school more points!
13. Look over the rubric to understand the criteria.
14. Schools will be grouped into small, medium, and large delegations (based on number of delegates) for awards.
15. Random acts of spirit are strongly encouraged.
16. Have fun!

ROLL CALL RULES

1. Must include the following:
 - School name
 - Number of delegates
 - Number of sponsors
 - Number of chaperones
2. There is a 45 second time limit with a five second grace period. If a roll call exceeds the time limit, four points will be deducted, but if it exceeds 50 seconds, it will be disqualified.
3. Only two people may be presenting Roll Call.
4. A copy of the roll call script must be sent to 2ndvp@wjcl.org before noon on Thursday.
5. Look over the rubric to understand the criteria.