Beaver Lake Games

September 20, 2014



Academic Competitions: Northwest Arkansas Community College

Athletic Competitions: Prairie Creek Campground

The Association for Beaver Lake Environment (ABLE) is the organizer for the Beaver Lake Games. A special <u>Beaver Lake Games</u> webpage will be posted online in February as well as Facebook and Twitter pages. Please visit the ABLE website for the most up to date information at www.able-ark.org.

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Goals

- Increasing diversification of outreach and educational opportunities through inclusion of schools and the general public from the entire Beaver Lake watershed using a variety of educational and competitive events and through the information and activities of an Environmental Educational Midway.
- Giving students an opportunity to improve their knowledge and skills important to today's marketplace through inclusion of both academic and athletic events requiring students to use learned knowledge and skills, to acquire new skills and knowledge, to conduct research and to make presentations
- Increasing interest in Beaver Lake as a valuable area resource.
- Providing educational opportunities for the general public by having expert presentations at the events on topics such as kayaking/canoeing tips, gun safety, casting tips, photography information, lake safety etc.
- Improving overall environmental efforts through a large community event with broad support for the Games.
- Improving the area's quality of life perceptions regarding educational excellence of the community by providing a showcase for area schools to present their students' skills.
- Reversing the belief that individuals can do nothing about the cost of drinking water. Many Northwest Arkansas residents do not see the connection between personal choices and the effects on Beaver Lake nor even know the source of their water.
- Improving communication of volunteer opportunities as one aspect of the Environmental Midway.
- Increasing a student's self-image and personal connection to their high school by providing an opportunity for students to represent their school using their acquired skills in events and activities at a competition not generally offered at their school.

General Information and Rules

Team Selection

- 1. Each high school will select their team from current <u>9 through 12 graders</u> in the 2014 school year. Schools have the opportunity to hold their own in-house competitions in order to involve more students.
- 2. A student can compete in <u>one academic</u> and <u>one athletic</u> event only if their individual and the event schedule make it possible. If a student is not present for the start of a competition, they become ineligible.
- 3. Any school may have up to two entries in <u>designated</u> competitions.
- 4. It is not required that a school have entries in every competition.
- 5. Roster deadlines: A <u>preliminary roster</u> must be submitted by the end of the 2013- 2014 school year in **May, 2014** to determine in which events individual schools will compete.
- 6. A <u>final roster</u> must be submitted by **Friday**, **August 29**,
- **7. 2014** to include name, grade, shirt size and verification that the required permission slip is on file
- 8. Rosters can be submitted to James Gately at jamesgately@hotmail.com or mail to: 9360 East Lakeshore Drive, Rogers, AR 72756.

Scoring

1. Total school points will be scored all the way from first place to last place to determine the overall team champion award as follows:

$$10 - 8 - 6 - 5 - 4 - 3 - 2 - 1$$

- 2. Each competition will have its own individual judging rules and scoring sheets.
- 3. All decisions of the judges are final.

Awards

- Gold, Silver, and Bronze medals for the first three individuals and/or team members.
- Beaver Lake Games Team Champion Trophy.
- Individual T-shirts for competitors.

Supervision

 Each school is responsible for supervising their students. Note, however, that It is not required that the teachers involved in helping individual competition entries be present at the event. For example, the drama teacher does not have to be present at the play/skit competition.

- The event will be paying security at NWACC and the Army Corp of Engineers will be present at their Prairie Creek campground.
- Schools should encourage their students to support their team mates in the various competitions and to take advantage of the Environmental Educational Midway.

Logistics

- Each school must bring enough easels to display their entries in the logo, photo, poster, and creative writing entries. That is a total of 8 easels if two entries per competition are made by their school.
- Each school will have to secure any props used in the play/skit competition.

Food

There are no guaranteed food concessions, at this time, at either competition site and no specific lunch break time for the competitions because of the variances in schedules. Therefore, options include:

- 1. Bring their own lunch.
- 2. Arrange to get food from surrounding restaurants, etc. nearby. For NWACC location there are several nearby locations such as McDonalds, Arby's, Sonic, Sam's Club, Walmart, Jim's Razorback Pizza, etc. At Prairie Creek, there is The Log Cabin Pizza or Tony C's.

Weather

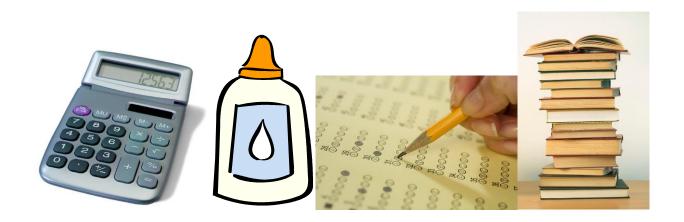
In case of rain, all athletic and academic events and the Educational Environmental Midway will still be conducted and teams must be prepared accordingly. However, in the event of small craft warnings and lightning, the water events will not be held.

Schedule

Arrive at the sites to sign in between 8:45 and 9:15. The schedule in this information packet may have to be adjusted if necessary.

Questions? Forward questions to James Gately at 479-925-3831 jamesgately@hotmail.com

ACADEMIC CONTESTS



Logo Contest

- 1. Competing schools will select two entries, each from different individuals.
- The winning logo will be used on the Games medals and possibly on the T-shirts.
 Therefore, entry into the contest requires that entrants grant permission to use the logo for these and similar purposes. A signed release must be submitted with the logo entry.
- 3. The design must incorporate the phrase "Beaver Lake Games" and the year "2014"
- 4. A digital version of the logo design must be submitted as either 300dpi PDF, EPS, or Al files.
- 5. A description of 100 words or less explaining the logo design must accompany the digital logo.
- 6. No lettering, signatures, or initials may appear on the front of the design. Any artwork with such characteristics will be disqualified and eliminated from the competition.
- 7. Artwork is not to contain any infringing, threatening, false, misleading, abusive, harassing, libelous, defamatory, vulgar, obscene, scandalous, inflammatory, pornographic, or profane content.
- 8. Artwork is not to infringe upon trademark, copyright, contract rights or other intellectual rights of third parties.
- 9. Entrants agree that ABLE, other organizing groups or sponsors will <u>not</u> be held liable for any injury or other adverse event associated with entry into this contest.
- 10. Judging criteria will include:
 - a. Originality and creativity
 - b. Design quality
 - c. Visual impact
 - d. Ability to be used for its purpose
- 11. Entry form: include the following information:
 - a. Name
 - b. School
 - c. Grade
- 12. Entries will be submitted by email to jamesgately@hotmail.com by the end of the school year in mailto:jamesgately@hotmail.com by the end of the school year in May, 2014.
- 13. On the day of the competition, a copy of the logo and its description should be displayed on an easel which must be furnished by the entrant.
- 14. All entries become the property of the organizers of the Beaver Lake Games and may be used in whole or in part by them at their discretion.

Play/Skit Competition

- 1. Each competing school/team will select the play/skit, written and performed by 1 team of a maximum of 4 students, as their entry.
- Each play/skit must be original work created by the team based upon the provided photograph (shown on the following page) of life on the White River before Beaver Dam was built. A digital version of the photograph will be made available on the Beaver Lake Games website.
- 3. The minimum performance time is 8 minutes and the maximum time is 10 minutes.
- 4. Costumes and simple props are the responsibility of the team. A total of 5 minutes is allowed for set up and removal.
- 5. Three written copies of the entry must be provided on the day of the competition. On the back of the copies of the last page include: names, grades, and school. In addition, an electronic copy provided as in Office Word document format must be sent as an attachment in an email to jamesgately@hotmail.com by Friday, September 5, 2014.
- 6. Play/skits are not to contain any infringing, threatening, false, misleading, abusive, harassing, libelous, defamatory, vulgar, obscene, scandalous, inflammatory, pornographic, or profane content.
- 7. Play/skits are not to infringe upon trademark, copyright, contract rights, or other intellectual rights of third parties.
- 8. Entrants agree that ABLE, other organizing groups or sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 9. Judging criteria will include:
 - a. Creativity and originality
 - b. Effectiveness of relating the photo to life on the White River
 - c. Quality of performance of the play/skit
- 10. All judges' decisions are final.
- 11. All entries become the property of the organizers of the Beaver Lake Games and may be used in whole or in part by them at their discretion.

Play/Skit Competition Photograph

This photograph is from the files of the Rogers Historical Museum and ABLE has been granted permission to use it exclusively for the Beaver Lake Games play/skit competition. It reflects life on the White River before Beaver Dam was built.



Poster Contest

- 1. Competing school will select up to two entries, each from different individuals.
- 2. The poster must depict an aspect of the Beaver Lake Watershed's environment (exanimals, plants, etc. or promote tourism, recreation, conservation, or economic value).
- 3. All artwork must be the student's original, hand done creations. Entries cannot be traced or copied from published photographs or other artists' work. Photographs and computer-generated artwork will not be accepted.
- 4. The poster must be between 8.5 x 11" and 18" x 24" for a flat or two-dimensional effect with nothing glued, stapled, or attached as part of the effect.
- 5. No lettering, signatures, or initials may appear on the front of the design. Any artwork with such characteristics will be disqualified and eliminated from the competition.
- 6. Art materials may include acrylics paints, colored pencil, watercolor, crayon, pen or pencil. Charcoal, oil paints, paste-ons or stencils are not allowed.
- 7. Artwork is not to contain any infringing, threatening, false, misleading, abusive, harassing, libelous, defamatory, vulgar, obscene, scandalous, inflammatory, pornographic, or profane content.
- 8. Artwork is not to infringe upon trademark, copyright, contract rights, or other intellectual rights of third parties.
- 9. ABLE nor other organizing groups and sponsors will be held liable for any injury or other adverse event associated with entry into this contest as agreed by the Entrant's submission of their work.
- 10. Judging criteria will be on the quality of the artwork based on:
 - a. Creativity and originality
 - b. Visual impact, effectiveness, and clarity
 - c. Universal appeal and overall design
 - d. Effectiveness of expression in communicating an aspect of the environment of the Beaver Lake watershed.
- 11. All judges' decisions are final.
- 12. A digital copy of each entry will be: submitted by email as an attachment to <u>jamesgately@hotmail.com</u> by May 16, 2014.
- 13. The original, full size poster must be brought to the Beaver Lake Games event to be displayed at the competition on an easel to be provided by the competing school.
- 14. Attach the following information on a separate sheet attached to the back of the poster using a clear glue stick:
 - a. Name
 - b. School
 - c. Grade
 - d. General description of the art.
- 15. All entries become the property of the organizers of the Beaver Lake Games and may be used in whole or in part by them at their discretion.

Art Contest

- 1. Each competing school will select two entries, each from different individuals.
- 2. Artwork must depict natural habitat and reflect the nature of the Beaver Lake watershed.
- 3. All artwork must be the student's original, hand done creations. Entries cannot be traced or copied from published photographs or other artists' work. Photographs and computer-generated artwork will not be accepted.
- 4. Artwork must be horizontal, 9" x 12" without a mat, frame, or border with a copy of it in a digital file of a minimum 300 dpi, jpeg or tif format submitted to jamesgately@hotmail.com by Friday, September 5, 2014.
- 5. Artwork must not exceed 1/4" in total thickness.
- 6. No lettering, signatures, or initials may appear on the front of the design. Any artwork with such characteristics will be disqualified and eliminated from the competition.
- 7. Art techniques may include (but not limited to) oils, acrylics, scratch-board, airbrush pointillism, chalk, pastels, colored pencil, charcoal, dry brush, watercolor, crosshatch, lead, collage, linoleum painting, or crayon. Please note: if contestants use chalk, pastels, or lead, they should seal it with an appropriate adhesive.
- 8. Artwork is not to contain any infringing, threatening, false, misleading, abusive, harassing, libelous, defamatory, vulgar, obscene, scandalous, inflammatory, pornographic, or profane content.
- 9. Artwork is not to infringe upon trademark, copyright, contract rights, or other intellectual rights of third parties.
- 10. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 11. Judging criteria will be on the quality of the artwork based on:
 - a. Creativity and originality
 - b. Visual impact
 - c. Required elements
 - d. Effectiveness of expression in communicating a relation to an aspect of the environment of the Beaver Lake watershed.
 - e. Overall design
- 12. All judges' decisions are final.
- 13. Attach the following information on a separate sheet attached to the back of the poster using a clear glue stick:
 - a. Name
 - b. School
 - c. Grade
 - d. General description of the art
- 14. The original, full size poster must be brought to the Beaver Lake Games event to be displayed at the competition on an easel to be provided by the competing school.
- 15. All entries become the property of the organizers of the Beaver Lake Games and may be used in whole or in part by them at their discretion.

Photo Contest

- 1. Each competing school will select up to 2 entries, each from different individuals.
- 2. The photo is to capture some feature of nature in the Beaver Lake Watershed such as animal life, plant life, or beauty of the natural environment.
- 3. Photos must be at least 8" x 10", but no larger than 11" x 14" mounted on white photo/foam board.
- 4. A digital copy of the photograph must be submitted in a minimum 300 dpi. Jpg or tif format to jamesgately@hotmail.com by Friday, September 5, 2014.
- 5. Include the following information on the back of mounted photo using a clear glue stick:
- a. Name
- b. School
- c. Grade
- d. When the photo was taken
- e. Location of where the photo was taken
- f. Brief description of the photo
- 6. No watermarking, digital mattes, frames, or borders are allowed.
- 7. Photos are not to contain any infringing, threatening, false, misleading, abusive, harassing, libelous, defamatory, vulgar, obscene, scandalous, inflammatory, pornographic, or profane content.
- 8. Photos are not to infringe upon trademark, copyright, contract rights, or other intellectual rights of third parties.
- 9. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 10. Judging criteria will include:
- g. Creativity and originality
- h. Photographic quality
- i. Artistic merit
- i. Portrayal of the contest's theme
- k. Genuineness/authenticity of the content, i.e., photos should accurately reflect the subject matter and the scene as it appears when the photo was taken. Photos digitally altered beyond standard optimization (removal of dust, cropping, reasonable adjustment to exposure, color and contrast, etc.) will be disqualified since this is a photo contest, not a Photoshop contest.
- 11. All judges' decisions are final.
- 12. The original, full size mounted photograph must be brought to the Beaver Lake Games event to be displayed at the competition on an easel to be provided by the competing school.
- 13. All entries become the property of the organizers of the Beaver Lake Games and may be used in whole or in part by them at their discretion.

Oral Presentation

This event is hosted by the Optimist Club of Rogers.

- 1. Each competing school will select 2 oral presentations, each from different individuals
- 2. The topic is developing the statement: "The decision to build Beaver Dam in Northwest Arkansas has "
- 3. The presentation must be a minimum time of 3 minutes and the maximum time of 5 minutes.
- 4. Three written copies of the entry must be provided to: James Gately, 9360 East Lakeshore Drive, Rogers, Arkansas 72756 by Friday, September 5, 2014. On the back of the copies of the last page include: names, grades, and school. In addition, an electronic copy of the presentation must be provided in Office Word document format as an email attachment sent to jamesgately@hotmail.com by September 5th.
- 5. Presentations are not to contain any infringing, threatening, false, misleading, abusive, harassing, libelous, defamatory, vulgar, obscene, scandalous, inflammatory, pornographic, or profane content.
- 6. Presentations are not to infringe upon trademark, copyright, contract rights, or other intellectual rights of third parties.
- 7. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 8. Judging criteria will include:
 - a. Organization and clarity: relevant arguments are clear and orderly with a clear introduction and strong conclusion.
 - b. Use of argument: strong persuasive and supported arguments are presented
 - c. Presentation: tone and inflection of voice, clarity of expression, ability to keep the audience's attention, posture, eye contact, gestures, proper enunciation and pronunciation, speaks confidently
 - d. Preparedness: prepared and rehearsed
- 9. All judges' decisions are final.

Film Competition

- 1. Each competing school will select 2 film entries, each from different individuals or teams of two individuals.
- 2. The topic of each film will be :"How Beaver Lake contributes to the quality of life of Northwest Arkansas"
- 3. Each film must be 30 to 60 seconds in play time.
- 4. Each film must be original student work. The film and everything depicted in the film must be wholly original and must not infringe upon or otherwise violate any right of any person, firm or entity nor be deemed harmful or offensive to others.
- 5. The film may not depict or use any trademarks, copyrighted materials, logos or brand names in the background or on costumes, equipment and props without written approval.
- 6. Entries must be submitted by mail in DVD format to ABLE, c/o James Gately, P.O. Box 1375, Rogers, AR 72756 by Friday, September 5, 2014. Each entry must be clearly labeled with entrant(s) name, grade, and title of the film.
- 7. Entrants must bring a copy of the DVD to the competition event for public viewing. Note: NWACC does not have a projector so DVD's will be played on a provided computer.
- 8. Entrants agree that ABLE, other organizing groups and sponsors will be **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 9. Judging criteria:
 - a. Originality, uniqueness, reflection of creative thinking, style and expression.
 - b. Appropriateness and relationship to topic.
- 10. All judges' decisions are final.
- 11. All entries become the property of the organizers of the Beaver Lake Games and may be used in whole or in part by them at their discretion.

Creative Writing Competition

- 1. Each competing school will select up to 2 entries, each from different individuals.
- 2. Each Essay, Story, or Poem submitted must be original work in the student's own words. Plagiarized work will be disqualified.
- 3. The topic must relate to an aspect of the Beaver Lake watershed.
- 4. Document Layout
 - a. The title must be on the first page and in the upper left hand corner of subsequent pages.
 - b. Number each page on the bottom of the right corner.
 - c. The format is on 8 ½" paper with margins set to 1", 12 pt. Times New Roman font, single spaced, and published in Word.
 - d. Do not include illustrations, graphics, or diagrams.
- 5. Poems are not to exceed 32 lines. Essays and stories are not to exceed 1,000 words. Include the word count at the end. Essays may be: <u>Expository</u> (explaining) or <u>Persuasive</u> (arguing for an explanatory approach or course of action). Ideas should reflect good evidence developed in a logical, well organized way. Note: An essay not only gives facts about the subject but shows its writer's enthusiasm for and intellectual involvement with that subject. In an essay, unlike a report, the writer lets his or her personality come through.
- 6. Entries are not to contain any infringing, threatening, false, misleading, abusive, harassing, libelous, defamatory, vulgar, obscene, scandalous, inflammatory, pornographic, or profane content
- 7. Entries are not to infringe upon trademark, copyright, contract rights, or other intellectual rights of third parties
- 8. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 9. Judging criteria will include:
 - a. Mechanics and conventions
 - b. Ideas and content
 - c. Organization
 - d. Style and creativity
- 10. All judges' decisions are final.
- 11. Include the following information on the back of the last page.
 - a. Name
 - b. School
 - c. Grade
- 12. The submitted entries will be read at the competition. However, since this is a writing contest and not an oral competition, judging will be based only on the written entry, not on its presentation. Therefore, its author has the choice of reading it themselves or having another student read it for them.
- 13. Three hard copies are to be sent to: James Gately, 9360 East Lakeshore Drive, Rogers, Arkansas 72756 postmarked by Friday, September 5, 2014. In addition a copy must be e-mailed to jamesgately@hotmail.com also by September 5th.

Macroinvertebrate Competition

This event is hosted by Arkansas Game and Fish

- 1. Each competing school will select one team of four individuals who will compete for individual and team awards.
- 2. The competition will consist of two parts:
 - Part 1 Identification of aquatic macroinvertebrates collected from the Beaver Lake Watershed.
 - b. Part 2 Objective written test related to aquatic macroinvertebrates
- 3. Any participate who shares, passes or receives Information about the competition during the competition will disqualified.
- 4. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 5. All judges' decisions are final. Judge's decisions will be based upon interpretation of information contained in <u>"The Izaak Walton League of America's A Volunteer Monitor's Field Guide to Aquatic Macroinvertebrates"</u>
- 6. Following the competition, the public and competitors from other events will be able to try to ID the macroinvertebrates used in the competition.

General Knowledge Competition

- 1. Each competing school will select one team of four individuals who will compete for individual and team awards.
- 2. The competition will consist of an objective general knowledge written test about the Beaver Lake watershed including topics about water, plants, animals and karst geology
- 3. Any participate who shares, passes or receives Information about the competition during the competition will disqualified.
- 4. Entrants agree that ABLE, other organizing groups and sponsors will <u>not</u> be held liable for any injury or other adverse event associated with entry into this contest.
- 5. All judges' decisions are final. Judge's decisions will be based upon interpretation of information contained in the following sources:
 - Arkansas Game and Fish booklets on snakes, waterfowl, fish, backyard birds, bears.
 - b. Arkansas Forestry Commission's Trees of Arkansas.
 - c. General sources on other topics such as insects, wildflowers and plants, and karst geology.
 - d. The Beaver Water District website www.bwdh2o.org

ATHLETIC CONTESTS



Airgun Shooting Competition

This event is sponsored through the generosity of Daisy who will have full decision making for conducting the competition and for competition results.

- Each competing school will select one team of four shooters which must consist of two girls and two boys.
- Awards will be presented to the top three teams with the highest cumulative scores as well as awards going to the top three individual boys and to the top three individual girls.
- All competitors must attend and participate in a mandatory safety presentation which will be made just prior to the start of the competition. Daisy reserves the right to disqualify anyone who is engaging in unsafe gun handling or unsportsmanlike conduct at any time.
- 4. Competitors will shoot at one of two firing points at Daisy's Mobile Airgun Range. The Mobile Airgun Range is a 15'-range, equipped with electric target runners and halogen lights.
 - a. Paper targets, shooting glasses and flat-nosed lead pellets will all be supplied by Daisy.
 - b. Competitors may wear their own prescription glasses, their own shooting glasses or the shooting glasses provided.
 - c. Competitors must use the guns, pellets and targets provided. The two Daisy AVANTI Medalist, Model 888 sporter competition pellet rifles provided on the range are connected to a continuous flow of CO2. These guns feature a set of match competition peep sights. Prior experience with any 10-meter pellet rifle (for example the Daisy AVANTI 853, 753, 887 or 888) or experience with competition peep sights would be excellent preparation but not required.
- 5. Each competitor will be allowed one minute for unlimited "sighter shots" in order to become familiar with the gun, sights, etc. Those shots, regardless of how good they are, will NOT be counted as competitive shots. The Daisy range master will declare when sighter shots are finished.
- 6. Each competitor will then be allowed a maximum of three minutes for three competitive shots. Once competitive shots begin, the first three shots fired are the shots which will be scored. The match will be scored according to standard scoring practice with the impact of the pellet in the concentric rings determining shot value from 0 to 10. Any shot which breaks the ring of a higher score will receive that higher score. Scoring protests will be addressed with scoring officials' opinions being final.
- 7. Entrants agree that ABLE, Daisy Outdoor Products, Inc. other organizing groups and sponsors will be **not** held liable for any injury or other adverse event associated with entry into this contest.
- 8. Following the competition, the public and competitors from other events will have a chance to try their skills on the range subject to the Range Master's oversight.

Archery Competition

This event is sponsored by Arkansas Game and Fish.

- 1. Each competing school will select one team of four archers which must consist of two girls and two boys.
- 2. Teams will compete for individual medals and an overall team score medal.
- 3. All competitors must attend and participate in a mandatory safety presentation which will be made just prior to the start of the competition. Any competitor who fails to follow safety protocol at any time will be disqualified.
- 4. Rules Flights, Sub-Events and End
 - a. Each archer shall participate in a flight of one sub-event at a distance of 10 meters (32.5 feet) and one sub-event at a distance of 15 meters (48.75 feet).
 - b. Each sub-event is one practice and three scored ends. Practice arrows are not scored.
 - c. An end is five arrows. Therefore, each archer will shoot a total of 40 arrows with 30 being scored.
- 5. General Scoring
 - a. Points shall be awarded to archers based upon the location in the target.
 - b. The rings of the target, starting from the center to the edge of the target, shall be scored as follows:

i.	Inner yellow	10 points
ii.	Outer yellow	9 points
iii.	Inner red	8 points
iv.	Outer red	7 points
٧.	Inner blue	6 points
vi.	Outer blue	5 points
vii.	Inner black	4 points
viii.	Outer black	3 points
ix.	Inner white	2 points
Х.	Outer white	1 point

- c. Arrows missing the target are scored as 0 points and are not reshot.
- d. If an arrow is touching a line dividing two scoring rings, the arrow is awarded the higher score.
- 6. Decisions of the scoring official are final.
- 7. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 8. Following the competition, the public and competitors from other events will have a chance to try their skills on the archery range.

Canoe and Kayak Competition

- 1. Each competing school will select teams consisting of up to 10 individuals as follows: (Note: teams do not have to compete in all events)
 - a. Kayak Time Trial: 1 girl or 1 boy
 - b. Kayak Slalom: 1 boy or 1 girl
 - c. Canoe Time Trial: 2 boy team and a 2 girl team
 - d. Canoe Slalom: 2 boy team and a 2 girl team
- 2. Awards will be made for best times for the top three teams and top three individuals in each event.
- 3. For all events, the start line and finish line is touching a specified buoy near to shore (front person in the canoe must touch the buoy).
- 4. **Time Trial Event:** In order to complete the event correctly, it must be negotiated as follows:
 - a. Upon GO, paddle straight out and around the first buoy passing it with your right shoulder,
 - b. then paddle around a second buoy (estimated to be 200 yards out) passing around it with your left shoulder (middle of the 3 buoy you are facing),
 - c. then return around the first buoy with it to your left shoulder,
 - d. then return to again touch the starting buoy to record the total time.
- 5. **Slalom Event:** Same as the Time Trial event except there will be three buoys in a horizontal line when facing them coming out of the first buoy turn, estimated to be spaced 20 yards apart. In order to complete the event correctly, it must be negotiated as follows:
 - a. Upon GO, paddle straight out and around the first buoy passing it with your right shoulder,
 - b. then to the right buoy to pass on left shoulder,
 - c. then to the center buoy to pass on right shoulder,
 - d. then to the left buoy to pass on left shoulder,
 - e. then to the center buoy to pass on right shoulder,
 - f. then to the right buoy to pass on left shoulder,
 - g. then back to the first buoy to pass on your left shoulder,
 - h. then return to again touch the starting buoy to record the total time.
- 6. Kayak, canoes, paddles and life jackets will be provided.
- 7. Competitors must provide their own towel, change of clothes and any other items they will need.
- 8. Trained personnel and safety boats will be on hand to provide emergency assistance if needed.
- 9. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.

Reduce, Reuse and Recycle Regatta

- 1. Each competing school will select up to two (2) teams, each team consisting of two individuals.
- 2. Each team will construct a watercraft and paddles, oars, or other propulsions devices all of which must be made of recyclable materials.
 - a. Watercrafts will be built offsite from the competition prior to the race.
 - b. Floatation, drag, and other element of hydrodynamics must be considered in a successful design.
 - c. Construction must be of recyclable materials, which can be disassembled and placed in the proper recycling bin following the competition.
 - d. Glass, kegs, Styrofoam, wood, scrap metal or anything toxic is not allowed.
 - e. Old floatation devices may NOT be used to construct your watercraft. For instance, an old surfboard or boogie board cannot be used as the base for your recycled boat.
- 3. At least 70% of the materials used to build the watercraft must come from the waste stream (things that would normally be put in the recycling or trash). The remaining 30% of the materials can be new (tape, nails, etc.).
- 4. Design must ensure the safety of the crew. For example, avoid punctures from wire used to link soda bottles.
- 5. Design should ensure that materials cannot fall off or dissolve, possibly causing pollution of the lake.
- 6. All participates must wear a coast guard approved floatation device.
- 7. Propulsion by hands, arms or legs is disallowed. Crew members must power their boat from inside or on top of the craft. NO pushing or pulling. Swimming is not acceptable propulsion.
- 8. Both crewmembers must start and end the race. If a crewmember falls out of the craft, the team cannot continue until that crewmember is back on board.
- 9. If a craft touches the buoy, they must round the buoy a second time.
- 10. This is a timed event. The two person team will carry their watercraft from the land starting line, paddle around the designated buoy, and return their watercraft past the land starting line.
- 11. After the time is recorded, their watercraft is to be dismantled into the recycling containers as directed.
- 12. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.

Boat Building Tips & Tricks

(http://outdooruae.com/race-to-recycle-whatever-floats-your-boat-takes-to-dubai-creek-for-its-fourth-year-2011/)

- Buoyancy is key to floating a boat. One liter of water weighs one kilogram, so your boat will
 need to displace more liters of water than the collective weight of the team <u>plus</u> the weight
 of the boat itself, in order to achieve positive buoyancy.
- If you have negative buoyancy, i.e. not enough floatation, your boat will sink.
- With neutral buoyancy, you and your boat will sit somewhere between sinking and floating.
- To stay dry and potentially win the race you need positive buoyancy. You will need at least 50% more than you need for neutral buoyancy see equation below. Also think about how to make the raft stable so that it won't flip over.
- Neutral buoyancy example: 75kg (team) + 15kg (boat) = 90kg or 90 liters for neutral buoyancy

Fly Casting/Bait Casting Competition

This event is hosted by Outdoor CARE/Trout Unlimited

- Each competing school will select up to two individual competitors for the Fly Casting competition and up to two individual competitors for the Bait Casting Competition.
- 2. Individual medals will be awarded in each casting category for the highest cumulative score.
- 3. Team medals for total overall score of the 4 competitors per school combining the two types of casting.
- 4. <u>Casting Accuracy Score</u>: Competitors will make two attempts to cast for accuracy into designated circles at each distance of 20 ft., 40 ft. and 60 ft.
- 5. <u>Casting Distance Score</u>: Competitors will make two attempts to cast for longest distance cast.
- 6. All equipment will be provided and will include:
 - a. Fly rods will be 8 ft. 6 in. to 9 ft. long and 5-6 weight rods and float lines.
 - b. Regular casting rods will be 6 ft. 6 ft. 6 in. and cast weights will be provided.
- 7. Entrants agree that ABLE, other organizing groups and sponsors will **not** be held liable for any injury or other adverse event associated with entry into this contest.
- 8. All judges' decisions are final.

DOCUMENTS, FORMS AND DEADLINES

Beaver Lake Games Academic Competition Roster

School Name			
School Colors			

Contest	Team Member Names	Grade	Shirt Size
Logo Contest	1.		
	2.		
Photo Contest	1.		
	2.		
Oral Presentation	1.		
	2.		
Poster	1.		
	2.		
Creative Writing	1.		
	2.		
Art	1.		
	2.		
Film	Team 1:		
	a)		
	b)		
	T 2		
	Team 2:		
	(a)		
Dloy/Clait	b)		
Play/Skit	1.		
	2. 3.		
	4.		
Macroinvertebrates	1.		
Macronivertebrates	2.		
	3.		
	4.		
General	1.		
Knowledge	2.		
- talomoago	3.		
	4.		
	''	l	

Beaver Lake Games

Athletic Competition Roster

School Name _		
School Colors _		

Contest	Team Member Names	Grade	Shirt Size
Airgun	Girl Team 1. 2.		
	Boy Team 1.		
Archery	2. Girl Team		
	1. 2.		
	Boy Team 1.		
	2.		
Casting	Fly Casting 1.		
	2.		
	Bait Casting		
	1. 2.		
Canoe Time	Girl Team		
Trial (Note: The same team members can be entered for the time trial	1. 2.		
and slalom races if necessary)	Boy Team 1.		
	2.		

Athletic Roster (continued)

School Name _____

Canoe Slalom	Girl Team	
	1.	
	2.	
	Boy Team	
	1.	
	2.	
Kayak Time Trial	(Note: The same person can be entered for the time	
	trial and slalom race if necessary)	
	1.	
Kayak Slalom	1.	
Reduce, Reuse,	1.	
Recycle Regatta	2.	
	3.	
	4.	

Release Agreement (Required to participate in the Beaver Lake Games)

In consideration of being accepted as a participant in the Beaver Lake Games, the undersigned hereby assumes responsibility for all risk of damage or injury that may occur to this person during the participation in the Beaver Lake Games.

The undersigned hereby releases and discharges the Association for Beaver Lake Environment and all other organizing groups and sponsors, their members and agents, from all claims, demands, rights of action and causes of action, present and future, whether known, anticipated or unanticipated, and resulting from or arising out of or incident to this person's participation in the Beaver Lake Games.

In addition, I hereby authorize the use of any photographs, motion pictures or any other material related to the event for publicity, promotional or news purposes by the various media, as authorized or approved by Beaver Lake Games organizers.

If the applicant shall not have attained the age of legal majority (18), the signature of a parent or guardian shall also be required.

(TEERISETIMI (TEERINET)	
Name:	-
Age:	
Address:	
City, State, Zip:	_
Participant Signature:	
Date:	
(If participant is under age 18) Parent or Guardian Signature:	
Date:	
Emergency Contact Name:	
Phone:	

(PLEASE PRINT CLEARLY)

Schedule

Saturday, September 20, 2014

8:45am - 9:15 am Arrival and check-in

Academic competitions – Northwest	: Arkansas (Community College
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9:30 am to 11:30 am Macro invertebrates ID and knowledge Classroom 1 and 2 Oral presentations Classroom 3 Play/skit Auditorium 11:30 am to 1:30 pm Creative Writing presentations Classroom 2 General knowledge team event Classroom 3 Film Auditorium 1:30 pm to 2:15 pm Lynn Sciumbato Auditorium 2:15 pm to 2:30 pm Remaining awards and team award Auditorium Environmental Educational Midway Entrance patio: Shewmacher Center 9:30 am to 2:00 pm Entries displayed for the logo, poster, Lobby of the Shewmacher Center photo, art, and writing competitions

Athletic competitions - Prairie Creek Campground

Welcome and safety presentation by the Corp of Engineers 9:30 am to 10:00 am 10:00 am to completion Airgun, Kayak/ Canoe, Casting, Archery, Recycling Regatta at designated site Prior to competitions (except the Regatta), presentations will be made by 10:00 am experienced authorities giving tips in their sport. At 12:00 there will be a scuba presentation. At the completion of The general public will be allowed to try their hand in airgun, casting, archery, competitions kayaking and canoeing.

Environmental Educational Midway

The Environmental Educational Midway will be located at Northwest Arkansas Community College in conjunction with the academic competitions of the Beaver Lake Games from 9:30 to 2:00. A number of education displays and activities, geared to students and adults, are planned through partnership with several Northwest Arkansas organizations.

Partner organizations include:

Association for Beaver Lake Environment - organizer of the Beaver Lake Games

Arkansas Game and Fish is providing their large Fish tank

Archery competition (at Prairie Creek)
Macroinvertebrate knowledge competition
Information booklets for the general competition

<u>Arkansas Dept. of Environmental Quality</u> - "Who am I?" Fun facts and the importance of aquatic macroinvertebrates to our watershed through a matching activity of larvae and adult insects.

<u>Beaver Water District</u> - Land Use, non point source pollution and potential pollution sources through use of the Land Use Beaver Watershed model.

<u>Beaver Watershed Alliance</u> – "Water Quality – it's not so clear". Students will visually compare the water quality of 6 different mystery samples and decide which they think is the best in terms of "water quality". After they vote and the source of each sample is revealed (saltwater, tap water with food coloring, Buffalo River, mud puddle, tap water with bone meal fertilizer, and rubbing alcohol), the follow-up discussion focuses on how the "quality" of each sample varies depending on its intended use (drinking water, irrigation, cooking, recreation, fishing, transportation, power generation, etc.)

<u>Benton County Solid Waste District</u> - Community Environmental Education Center, a semi-trailer that contains 9 stations on various environmental topics. There is a brief interactive activity at each station that participants could do.

Cooperative Extension - Scoring results

Hobbs State Park and Conservation Area - live reptiles

<u>Northwest Arkansas Master Naturalists</u> – various activities related to the Beaver Lake watershed.

Ozark Natural Science Center - discovery table with study skins and skulls, sun prints, etc.

<u>Ozarks Water Watch</u> - Watershed, Water Quality, and Water Pollution Prevention Jeopardy Game. Participants will answer a series of questions on the Beaver Lake Watershed, Water Quality, and how to prevent pollution of water. Participants must correctly answer 1 question in each category to win a prize.

<u>Washington County Environmental Affairs and Recycling</u> - Bean bag toss game for kids called "Where Should It Go?" Children determine where various types of waste items would go after they have been used by a family such as a compost facility, reuse center, recycling center or landfill.

Important Deadlines

Submittals are required by the dates indicated. Directions for required format and submittal instructions are provided for each contest on the contest page.

Friday, May 16, 2014: Logo contest entries

Poster contest entries Preliminary roster

Friday, August 29, 2014: Final roster

Friday, September 5, 2014: Written copies for the play/skit competition

Digital file for art entries
Digital file for photo entries

Written copies for the oral presentation

DVD copy for the film competition