



Introduction to Programming provides members with the opportunity to code a program based on a specific topic. This competitive event consists of a presentation component where the program is demonstrated for the judges.

Event Overview

Division: High School (9th and 10th grades only) **Event Type:** Event Type: Team of 1, 2 or 3 members

Event Category: Presentation

Event Elements: Presentation with a Topic

Presentation Time: 3-minute set-up, 7-minute presentation time, 3-minute question & answer time **NACE Connections:** Career & Self-Development, Communication, Critical Thinking, Leadership,

Professionalism, Teamwork, Technology

2024-25 Topic

Write an interactive story that occasionally asks the user what they'd like to do, and changes where the story goes based on user input. Allow the user to stop interacting with the story by saying "stop."



This topic was created in partnership with code.org. Learn more about code.org, resources available, and expanding computer science in your school or district at this link.

Region

This is not a region event.

State

State Eligibility

Each chapter may enter two (2) teams of 1, 2, or 3 members of active local chapters and are on record in Blue Panda as having paid dues by the event submission deadline as posted.

Members may compete in an event more than once if they have not previously placed in the top ten of that event at NLC. If a member places in the top ten of an event at NLC, they are no longer eligible to compete in that event at RLC, SLC, or NLC.

Only members enrolled in grades 9 and 10 as of May 20 of the current school year are eligible for this event.

It is the responsibility of the local chapter adviser

• to pay membership dues for all competitors by the published submission deadline for this event and to register students through Blue Panda by the published deadline.

Finalists for this event will be an equal number advancing from the preliminary round groups to a maximum of 15 in events in which there are no preliminary rounds. Finalists will be notified by the PA FBLA Executive Director/State Chairman by the date indicated on the FBLA website. Finalists will be required to give an oral presentation at the SLC.



Introduction to Programming

State Regulations

Pre-Recorded Video

- 1. The pre-recorded video is to be the same as the oral presentation (see oral presentation section below) that will be given in person at Hershey should the participants advance. Student competitors must be visible in PA FBLA Dress Code in the video. All competitors must participate in the presentation of the project. The presentation should follow the presentation rating sheet.
- 2. Penalty points will be given if the pre-recorded video doesn't adhere to the guidelines.

State Procedure

Preconference Requirements

- The materials must be received by the PA FBLA Executive Director/State Chairman by the deadline
 date published at https://www.pafbla.org/about-pafbla/important-dates/, which is posted on the
 PA FBLA web site. Failure to submit the URL in Blue Panda by the received by date will result in
 the participants being disqualified.
- 2. Pre-recorded video must be uploaded to YouTube as unlisted by the chapter adviser and the URL posted in Blue Panda and received by the deadline posted on the www.pafbla.org website.
- 3. Up to 15 finalists will be announced based on the combined score of the report and pre-recorded video.
- 4. After the announcement of the finalists, presentations can be changed in preparation for the state competition.
- 5. The pre-recorded video score will not be used in the final round.

Conference Requirements

- 1. The event consists of two parts: (1) submission of a pre-recorded video and (2) an oral presentation.
- 2. Participants are required to complete both parts to be eligible to win an award.

Oral Presentation

- The participants must comply with the PA FBLA Dress Code which can be found at https://www.pafbla.org/about-pafbla/dress-code/. If the participants do not comply, points will be deducted UNLESS there is an egregious violation.
- 2. The team members must perform all aspects of the presentation (e.g., speaking, setup, operating AV equipment, etc.) Other representatives of the chapter may provide no additional assistance.
- 3. All team members must actively participate in the presentation.
- 4. Visual aids and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
- 5. Advisers may not participate during the actual delivery of the presentation, including assisting with setup, distribution of handouts, operation of audiovisual equipment, etc.
- 6. Presentation should cover the following aspects of the program:
 - a. The development, usability and functionality of the program must be demonstrated and explained to the judges.
 - b. Solution must run standalone with no programming errors.
 - c. Data must be free of viruses/malware.
 - d. Competitors must show the judges any of the following that are applicable: readme file, source code, documentation of templates/libraries used, documentation of copyrighted material used.



Introduction to Programming

- e. The presentation should follow the rating sheet and include the following:
 - i. Code Quality: What are the specifics of and the big picture of the code?
 - ii. User Experience: What focus is on the ease-of-use and accessibility of the interface?
 - iii. Functionality: Speak to all aspects of the topic
- 7. Links and QR codes (for display only; cannot be clicked or scanned by judges before, during, or after the presentation).
- 8. The chapter must provide the computer for the event. An LCD projector, screen, table, and electrical power will be provided on-site. Participants that will be utilizing Apple products or other devices that do not have an HDMI port will need to provide their own adapters.
- 9. Internet access is provided as Wi-Fi or cable. Internet access may not be Wi-Fi, so competitors should plan appropriately when selecting devices on which to present. Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections go down.
- 10. Five (5) minutes will be allowed to set up and remove equipment or presentation items.
- 11. Seven (7) minutes will be given to describe the project.
- 12. At the end of six (6) minutes, a timekeeper will stand until noticed and hold up a colored timecard indicating one minute is left, and at seven (7) minutes the timekeeper will stand and hold up a colored timecard indicating time is up. When time is called, the presenter must end the presentation.
- 13. Following each presentation, the judges will conduct a three-minute (3) question-and-answer period.
- 14. The performance is open to all conference attendees, except performing participants of this event. If participants of the event view other presentations before or after their scheduled presentation time, they (or their team if they are part of one) will be disqualified.

State Judging

Pre-recorded video will be screened to determine if participants have complied with event eligibility and regulations. A panel of judges will select the finalists, and all decisions of the judges are final.

All competitors will be given 10 points for Demonstrates the ability to effectively answer questions on the pre-recorded video rating sheet only.

Judges must make a definitive decision on ranking. Ties are not permitted. The decision of the judges is final.

State Awards

The state will present a maximum of ten (10) awards at the State Leadership Conference.

National Conference Eligibility

The first-, second-, third-, and fourth-place award-winning projects at the State Leadership Conference are eligible for entry at the National Leadership Conference. All NLC qualifiers will be expected to present a seven-minute (7) oral presentation of the project at the NLC.

In the event that the local chapter of the first-, second-, third-, or fourth place winning project cannot attend the National Leadership Conference or does not wish to have its project submitted for competition at the National Leadership Conference, it is the responsibility of the:



Introduction to Programming

local chapter adviser

• to contact the PA FBLA Executive Director/State Chairman about not participating at the National Leadership Conference.

PA FBLA Executive Director/State Chairman

• to contact the next eligible award winner about participating at the National Leadership Conference.

National

Required Competition Items

	Items Competitor Must Provide	Items FBLA Provides		
Preliminary	 Technology and presentation items 	• Table		
Presentation	 Conference-provided nametag 	 Internet access 		
	 Photo identification 			
	Attire that meets the FBLA Dress Code			
Final Presentation	 Technology and presentation items 	Table		
	 Conference-provided nametag 	 Internet access 		
	 Photo identification 	• Power		
	Attire that meets the <u>FBLA Dress Code</u>	 Projector with HDMI cord 		
		 Projector screen 		

Important FBLA Documents

• Competitors should be familiar with the Competitive Events <u>Policy & Procedures Manual</u>, <u>Honor Code</u>, <u>Code of Conduct</u>, and <u>Dress Code</u>.

Eligibility

- FBLA membership dues are paid by 11:59 pm Eastern Time on March 1 of the current school year.
- Members may compete in an event at NLC more than once if they have not previously placed in the top ten of that event at NLC. If a member places in the top ten of an event at NLC, they are no longer eligible to compete in that event.
- Members must be registered for the NLC and pay the national conference registration fee to participate in competitive events.
- Members must stay in an official FBLA hotel block to compete.
- Each state may submit four entries.
- Each competitor can only compete in one individual/team event and one chapter event
 (American Enterprise Project, Community Service Project, Local Chapter Annual Business Report,
 Partnership with Business Project).
- Only competitors are allowed to plan, research, prepare, and set up their presentations.
- Each competitor must compete in all parts of an event for award eligibility.
- All members of a team must consist of individuals from the same chapter.



Introduction to Programming

- Picture identification (physical or digital: driver's license, passport, state-issued identification, or school-issued identification) matching the conference nametag is required when checking in for competitive events.
- If competitors are late for their assigned presentation time, they will be allowed to compete with a five-point penalty until such time that results are finalized, or the accommodation would impact the fairness and integrity of the event.
- Some competitive events start in the morning before the Opening Session of NLC. The schedules for competitive events are displayed in the local time of the NLC location. Competitive event schedules cannot be changed.

Recognition

• The number of competitors will determine the number of winners. The maximum number of winners for each competitive event is 10.

Event Administration

- This event has two parts: preliminary presentation and final presentation
- Preliminary Presentation Information
 - Equipment Set-up Time: 3 minutes
 - Presentation Time: 7 minutes (one-minute warning)
 - Question & Answer Time: 3 minutes
 - Internet Access: Provided (Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections are lost or are unable to connect to your device.)
 - o Competitors/teams are randomly assigned to sections.
 - The presentation is judged at the NLC. Preliminary presentations are not open to conference attendees. The presentation will take place in a large, open area, with a booth size of approximately 12' x 12'.
 - Timing: The presentation time is exclusive to the allotted times. Once the set-up time has been reached, the presentation time automatically begins. The presentation time shall not exceed the stated time, meaning that the set-up and Q&A time cannot be used as presentation time.
 - o Technology
 - Competitors present directly from a device which includes a laptop, tablet, mobile phone, or external monitor (approximately the size of a laptop screen). Competitors can present with one or two devices. If presenting with two devices, one device must face the judges and one device must face the competitors.
 - Projectors and projector screens are not allowed for use, and competitors are not allowed to bring their own.
 - Wireless slide advancers (such as a presentation clicker or mouse) are allowed.
 - External speakers are not allowed. Only device audio can be used.
 - Power is not available.



Introduction to Programming

- Non-technology Items: Materials, notecards, visual aids, and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
- Restricted Items: Animals (except authorized service animals), Food (for display only; may not be consumed by judges during the presentation), Links and QR codes (for display only; cannot be clicked or scanned by judges before, during, or after the presentation)
- Teamwork: If performing as a team, all team members are expected to actively participate in the presentation.
- Presentation should cover the following aspects of the program:
 - The development, usability and functionality of the program must be demonstrated and explained to the judges.
 - Solution must run standalone with no programming errors.
 - Data must be free of viruses/malware.
 - Competitors must provide comprehensive documentation including a readme file, source code, templates/libraries used, and documentation of any copyrighted or open-source material used.
 - The presentation should follow the rating sheet and include the following:
 - Code Quality: What are the specifics of and the big picture of the code?
 - User Experience: What focus is on the ease-of-use and accessibility of the interface?
 - Functionality: Speak to all aspects of the topic

• Final Presentation Information

- o **Equipment Set-up Time:** 3 minutes
- Presentation Time: 7 minutes (one-minute warning)
- Question & Answer Time: 3 minutes
- Internet Access: Provided (Please note that internet reliability at any conference venue cannot be guaranteed. Always have a backup plan in case internet connections are lost or are unable to connect to your device.)
- An equal number of top scoring competitors/teams from each section in the preliminary round will advance to the final round. When there are more than five sections of preliminary presentations for an event, two competitors/teams from each section will advance to the final round.
- o Final presentations may be open to conference attendees, space permitting. Finalists may not view other competitors' presentation in their event.
- Timing: The presentation time is exclusive to the allotted times. Once the set-up time
 has been reached, the presentation time automatically begins. The presentation time
 shall not exceed the stated time, meaning that the set-up and Q&A time cannot be used
 as presentation time.
- Technology
 - Competitors can present with one or two devices which includes a laptop, tablet, mobile phone, or external monitor (approximately the size of a laptop screen). If presenting with two devices, one device must be connected to the projector or facing the judges and one device must face the competitors.



Introduction to Programming

- The following will be provided for the final round if it occurs in a conference room: Projector, projector screen, power, and table.
- Competitors using laptops or other devices that do not have an HDMI port will need to provide their own adapters.
- It is up to final-round competitors to determine if they wish to use the technology provided.
- Wireless slide advancers (such as a presentation clicker or mouse) are allowed.
- Non-technology Items: Materials, notecards, visual aids, and samples related to the project may be used during the presentation; however, no items may be left with the judges or audience.
- Restricted Items: Animals (except authorized service animals), Food (for display only; may not be consumed by judges during the presentation), Links and QR codes (for display only; cannot be clicked or scanned by judges before, during, or after the presentation)
- Teamwork: If performing as a team, all team members are expected to actively participate in the presentation.
- Presentation should cover the following aspects of the program:
 - The development, usability and functionality of the program must be demonstrated and explained to the judges.
 - Solution must run standalone with no programming errors.
 - Data must be free of viruses/malware.
 - Competitors must provide comprehensive documentation including a readme file, source code, templates/libraries used, and documentation of any copyrighted or open-source material used.
 - The presentation should follow the rating sheet and include the following:
 - Code Quality: What are the specifics of and the big picture of the code?
 - User Experience: What focus is on the ease-of-use and accessibility of the interface?
 - Functionality: Speak to all aspects of the topic

Scoring

- The preliminary presentation score will determine the finalists.
- The final presentation score will determine the winners.
- Judges must break ties.
- The decision of the judges is considered final. All announced results are final upon the conclusion of the National Leadership Conference.

Americans with Disabilities Act (ADA)

 FBLA meets the criteria specified in the Americans with Disabilities Act for all competitors with accommodations submitted through the conference registration system by the registration deadline.

Recording of Presentations

No unauthorized audio or video recording devices will be allowed in any competitive event.



Introduction to Programming

• Competitors in the events should be aware FBLA reserves the right to record any presentation for use in study or training materials.

Penalty Points

- Competitors may be disqualified if they violate the Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to their assigned presentation time.



Introduction to Programming

Expectation Item	Introduction to Programming Presentation Rating Sheet							
Appropriate use of comments, nand proper formatting O points 1-6 points 7-8 points 9-10 points Program does not make logical, readable sense O points 1-6 points 7-8 points Program is logical and readable, purpoper in the demonstration of visual parts of program skindle and in a way that makes logical, readable sense O points 1-6 points 7-8 points Program is logical and readable sense O points 1-6 points 7-8 points Program is logical and readable sense O points 1-6 points Program is logical and readable sense introduced or program is not provided and in not intuitive or observations are provided and is not intuitive O points 1-6 points Program is logical and readable sense introduced or program is not intuitive or observations are provided and is not intuitive O points 1-6 points Program is logical and readable sense introduced or program is not intuitive or observations are provided and is not intuitive or not intuitiv	Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations			
Appropriate use of Comments, provided purpose formatting O points 1 - 6 points Program is either logical or readable, but not both Program is industrian a way that makes logical, readable sense O points O points Program is either logical or readable, but not both O points Program is logical and readable makes logical, readable sense O points Program is logical and readable makes logical, readable sense O points Program is logical and readable makes logical, readable sense O points Program is logical and readable makes logical, readable sense O points Program is logical and readable makes logical, readable sense No help menu or or intuitive O points I - 6 points O points Program is intuitive and clear instructions are provided or program is not intuitive instructions are provided or program is not instruction are provided or program is not i	Code Quality							
The program is modular in a way that makes logical, readable sense O points 1-6 points 7-8 points 9-10 points	naming conventions, and	No comments provided		assist judges throughout	logical, useful, and			
way that makes logical, readable sense logical or readable, but not both readable sense logical or readable, but not both readable sense logical or readable, but not both readable sense logical or readable, but not both readable sense logical readable, but not both readable sense logical readable, but not both surface contains no spelling errors, has interactive leaf new, and has no nevigation errors. User input is validated User input is vali		0 points	1-6 points	7-8 points	9-10 points			
User interface is intuitive or clear instructions provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and is not intuitive and clear instructions are provided and intelligent feature such as an intelligent feature such	way that makes logical,	logical, readable sense	logical or readable, but not both	readable	advanced knowledge of programming			
User interface is intuitive or clear instructions are provided on d is not intuitive or clear instructions are provided or program is not intuitive or clear instructions are provided or program is not intuitive or clear instructions are provided or program is not intuitive or clear instructions are provided or program is not intuitive or provided or program is not intuitive or provided or program is not intuitive or provided or provid	Hara Francisco	0 points	1-6 points	7-8 points	9-10 points			
User can easily navigate between pages No instructions provided and is not intuitive and instructions are provided and is not intuitive and instructions are provided and is not intuitive and instructions are provided instructions are provided and instructions are provided instructions are provided and instructions are provided instructions are provided instructions are provided and instructions are provided and instructions are provided instructions are incorporated and analyze information and usable instructions are provided instructions are incorporated and analyze information and usable instructions are incorporated and analyze information and usable interactive help menu, and has no nowigation and interactive help menu, and near not usable interac	User Experience							
User scan easily navigate between pages No help menu or navigation system incorporated incorporate incorporate incorpor		· ·	or program is not	'' '	clear instructions are			
Users can easily navigate between pages No help menu or navigation system menu and usable menu and make no navigation as an interactive Q&A as an interactive Q&A as an interactive Q&A mitteractive Q&A		0 points	1-6 points	7-8 points	9-10 points			
User input is validated User input isn't validated User input is validated Semantic levels Functionality Program does not addresses the topic/problem at a minimal level Program fully addresses the topic/problem, and the correlation is explained in the instructions Program generates a presentable report Output reports are not accurate or not available Output reports are not sufficient to analyze data Output reports are or of free and provide all necessary information to analyze data Output reports are used information to analyze data Output reports are used inconsistently, or in a way that is unclear Variable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used User input is validated User input is validated User input is validated Input validated in both syntactical and semantic levels Program fully addresses the topic/problem at a program fully addresses the topic/problem, and the correlation is explained in the instructions Program fully addresses the topic/problem at a program fully addresses the topic/problem, and the correlation is explained in the instructions Output reports are error free and provide all increasing information to analyze information to analyze information Output reports are variated Output reports are used inconsistently, or in a way	_	navigation system	menu and usable	spelling errors, has interactive help menu, and has no navigation	an intelligent feature such			
User input is validated User input isn't validated attempted, but does not catch important edge cases or is not done correctly User input is validated Input validation applied on both syntactical and semantic levels Functionality Program addresses all parts of the prompt Program does not address the topic/problem Program addresses the topic/problem at a minimal level Program fully addresses the topic/problem at a minimal level Program fully addresses the topic/problem. and the correlation is explained in the instructions Program generates a presentable report O points 1-6 points 7-8 points 9-10 points O points 1-6 points Output reports are error fiee and provide all necessary information to analyze data Output reports allow user to customize and analyze information O points 1-6 points 7-8 points 9-10 points Data storage There is no storage of data Variables are used inconsistently, or in a way that is unclear Variable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used More complex data storage such as arrays and lists are used where appropriate and variable scope makes sense		0 points	1-6 points	7-8 points	9-10 points			
Program addresses all parts of the prompt Program does not address the topic/problem at a minimal level Program addresses the topic/problem at a minimal level Program fully addresses the topic/problem topic/problem at a minimal level O points 1-6 points 7-8 points 9-10 points Output reports are not accurate or not available Output reports are not sufficient to analyze data O points 1-6 points 7-8 points Output reports are error free and provide all necessary information to analyze data O points There is no storage of data Variables are used inconsistently, or in a way that is unclear Variable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used	User input is validated	,	attempted, but does not catch important edge cases or is not	User input is validated	both syntactical and			
Program addresses all parts of the prompt Program does not address the topic/problem Program addresses the topic/problem Description of the prompt Program does not address the topic/problem Program addresses the topic/problem Program fully addresses the topic/problem to sexplained in the instructions 9-10 points Output reports are not sufficient to analyze data Output reports are not sufficient to analyze data O points 1-6 points 7-8 points Output reports allow user to customize and analyze information to analyze data Variable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used Nore complex data Storage such as arrays and lists are used where appropriate and variable scope makes sense Scope makes sense		0 points	1-2 points	3-4 points	5 points			
Program addresses all parts of the prompt Program addresses the topic/problem O points Output reports are not accurate or not available O points O points O points O points Output reports are not available O points O points O points Output reports are not sufficient to analyze data O points There is no storage of data There is no storage of data There is no storage of data Program dadresses the topic/problem the topic/problem Program fully addresses the topic/problem The topic/problem Program fully addresses the topic/problem The topic/problem Output reports are not sufficient to analyze data Output reports are error free and provide all necessary information to analyze data Program fully addresses the topic/problem The topic/problem Output reports are error free and provide all necessary information to analyze data Variable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used Nore complex data storage such as arrays and lists are used where appropriate and variable scope makes sense Ithe topic/problem, the topic/problem, the topic/problem, the topic/problem the	Functionality				I			
Program generates a presentable report Output reports are not accurate or not available Output reports are not sufficient to analyze data Output reports are error free and provide all necessary information to analyze data Opoints 1-6 points 7-8 points 9-10 points Wariable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used Output reports allow user to customize and analyze information Output reports allow user to customize and analyze to customize and analyze information Output reports allow user to customize and analyze to customize and analyze to customize and analyze information Output reports are error free and provide all necessary information to analyze to customize and analy	•	address the	topic/problem at a	• • •	the topic/problem, and the correlation is explained in			
Program generates a presentable report Output reports are not accurate or not available Output reports are not sufficient to analyze data Output reports are error free and provide all necessary information to analyze data Opoints 1-6 points 7-8 points 9-10 points Wariable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used Output reports allow user to customize and analyze information Output reports allow user to customize and analyze to customize and analyze information Output reports allow user to customize and analyze to customize and analyze to customize and analyze information Output reports are error free and provide all necessary information to analyze to customize and analy		0 points	1-6 points	7-8 points	9-10 points			
There is no storage of data There is no storage of data Variables are used inconsistently, or in a way that is unclear Wariable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used Variable name and usage is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used		accurate or not	Output reports are not sufficient to analyze	free and provide all necessary information to	to customize and analyze			
There is no storage of data Variables are used inconsistently, or in a way that is unclear way that is unclear is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type is used More complex data Storage such as arrays and lists are used where appropriate and variable scope makes sense		0 points	1-6 points	7-8 points	9-10 points			
0 points 1-2 points 3-4 points 5 points	Data storage		inconsistently, or in a	is clear. Variables store data that updates when necessary. Each variable performs only one job, and the correct data type	storage such as arrays and lists are used where appropriate and variable			
<u> </u>		0 points	1-2 points	3-4 points	5 points			



Introduction to Programming

Expectation Item	Not Demonstrated	Below Expectations	Meets Expectations	Exceeds Expectations	Points Earned		
Presentation Delivery							
Statements are well-organized and clearly stated	Competitor(s) did not appear prepared	Competitor(s) were prepared, but flow was not logical	Presentation flowed in logical sequence	Presentation flowed in a logical sequence; statements were well organized			
	0 points	1-6 points	7-8 points	9-10 points			
Demonstrates self-confidence, poise, assertiveness, and good voice projection	Competitor(s) did not demonstrate self- confidence	Competitor(s) demonstrated self- confidence and poise	Competitor(s) demonstrated self- confidence, poise, and good voice projection	Competitor(s) demonstrated self- confidence, poise, good voice projection, and assertiveness			
	0 points	1-6 points	7-8 points	9-10 points			
Demonstrates the ability to effectively answer questions	Unable to answer questions	Does not completely answer questions	Completely answers questions	Interacted with the judges in the process of completely answering questions			
	0 points	1-6 points	7-8 points	9-10 points			
	Staff Only: P	enalty Points (5 points for o	dress code penalty and/or 5 p	points for late arrival penalty)			
Presentation Total (100 points)							
Name(s):							
School:							
Judge Signature:					Date:		

Comments: