



Onsite Art: Drawing & Painting

Onsite Only Competition

The Onsite Art competition provides students the opportunity to showcase artistic talents and creative abilities. Students will bring their own materials and create drawings/paintings. This competition is designed to encourage creativity, innovation, and reward artistic talent. A club may have only one entry for Onsite Drawing and only one entry for Onsite Painting.

Time Limit: 90 Minutes

Drawing Guidelines

- No materials will be provided. The artist is responsible for drawing instruments and the choice of drawing surface (for example - canvas, paper, wood). Size is not to exceed 16" x 20".
- Drawing surface must be clean and clear, as well as initialed by the coordinator prior to beginning the work.
- Drawings will be judged holistically by a panel of judges.
- Students will have 90 minutes to complete the onsite art piece.

NO wood burning tools are permitted

Painting Guidelines

- No materials will be provided. The artist is responsible for paint, paintbrushes and the choice of painting (for example - canvas, paper, wood). Size is not to exceed 16" x 20". A drop cloth is needed by each participant.
- Painting surface must be clean and clear, as well as initialed by the coordinator prior to beginning the work.

- Paintings will be judged holistically by a panel of judges.
- Students will have 90 minutes to complete the onsite art piece.

Educational Connections

- Visual Arts Elements and Standards
- Creativity and Innovation
- Use of Artistic Media
- Critical Thinking

How to Enter

- Visit www.betaclub.org/registration and follow directions.
- Register students and then select competitions to enter.
- Check the students that will participate in this competition.

National Eligibility

All Plaques Awarded at State Convention

Judging Criteria

- Holistic style judging will be used to determine the award winners in the arts competition. Judges will use the following to determine the winners:

Creativity – originality, innovation

Composition – lines, simplicity, balance, color contrast, details

Focus – degree of sharpness or softness, depth of field

Lighting – exposure, direction quality, use of shadows, shading

Technique – application and experimentation of medium, texture

Primary visual impact – subject matter

Presentation – appearance, overall artistic appeal

*Degree of difficulty *- complexity

Page last modified at: 08/25/2023

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