

16th Annual Latin Fall Festivus



Saturday, November 18, 2023

8:00 AM – 11:45 AM

Memphis University School



2023 Latin Fall Festivus – School Registration Form

School name: _____

Name of Latin teacher(s) who will attend the event:

All teachers will be asked to proctor the academic test, work at least one other contest, and provide general supervision until the conclusion of event at 11:45. If you have any event preferences or concerns, please indicate them here or send Mr. Sellers an email.

Certamen

Will your school have a team participating? Please circle YES or NO for each level.

Latin One: YES NO Latin Two: YES NO Latin Three-Four-Five: YES NO

Escape Room

Will your school have students participating? Please circle the number of participants.

0 1 2 3 4

Other Events

Aside from school Certamen team pre-registration and the Escape Room, it is not necessary for students to sign up for any specific Festivus events ahead of time. They may simply show up at the scheduled time. Please adhere to the event participation limits, and keep schedule conflicts in mind.

Registration Fees

Number of students from your school who will attend Festivus: _____

X \$10.00 registration fee per student = _____

Please send one school check for this total. Make the check out to Memphis University School.

Registration fees are non-refundable.

**Please send the check and registration form by
Wednesday, October 18, 2023 (postmark deadline) to:**

**Mr. Ryan Sellers
Memphis University School
6191 Park Avenue
Memphis, TN 38119**

2023 Fall Festivus – Tentative Schedule of Events

7:30 – 8:00 AM	Arrive at the Hull Lower School on the MUS campus	
	Turn in Greeting Card and Classical Meme entries	Springfield Foyer
	Sign up for Certamen and Escape Room	Springfield Foyer
	wild card slots	
8:10 – 8:20 AM	Opening Assembly	Dunavant Lecture Hall
8:20 – 8:50 AM	Academic Pentathlon	Dunavant Lecture Hall Campus Center Dining Hall
9:00 – 9:30 AM	Ludi Kahoot!	Wunderlich Auditorium
9:00 – 9:30 AM	Certamen (Latin One)	Rooms 108, 109, 110
9:00 – 10:00 AM	Mythology Spelling Bee	Campus Center Dining Hall
9:00 – 10:00 AM	Catapult Contest	Torrey Field
9:15 – 9:45 AM	Ludi VINCO	Room 106
9:45 – 10:15 AM	Certamen (Latin Two)	Rooms 108, 109, 110
10:00 – 11:00 AM	Feats of Strength Contest	Torrey Field
10:00 – 11:00 AM	Costume Contest	Room 102
10:00 – 11:00 AM	Ludi Escape Room	Wunderlich Auditorium
10:00 – 11:00 AM	Airing of Grievances Contest	Room 106
10:30 – 11:00 AM	Certamen (Latin Three-Four-Five)	Rooms 108, 109, 110
10:30 – 11:15 AM	Ludi Trigon	Thomas Amphitheater
11:25 – 11:45 AM	Awards Assembly	Dunavant Lecture Hall
11:45 AM	Dismissal	
	Distribution of promotional gifts to all attendees	

Contest Office – Conference Room in the Lower School Office



2023 Latin Fall Festivus – Contest Information

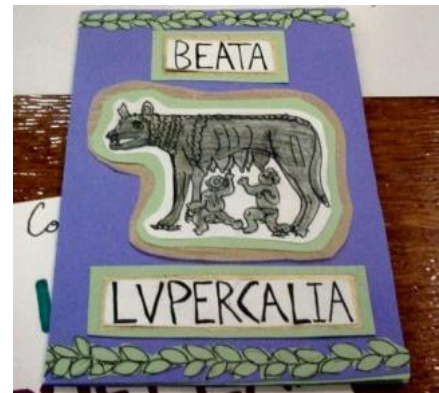
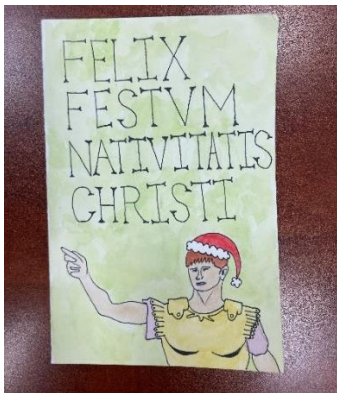
1. Greeting Card Contest

Students should create a card to celebrate any occasion or holiday (ancient or modern). The card should include a design and greeting on the cover and also a design and message on the inside. All of the writing – both on the inside and outside of the card – should be in Latin. The illustrations and writing on the card may NOT be computer-generated; everything should be created by hand. Likewise, the Latin must be written by the student alone; the use of digital translation aids and/or teacher assistance is not permitted.

Entries will be judged on the basis of creativity, artistic design, and accuracy of the Latin. The following information should be printed neatly on the back of each card: first and last name of student, name of school, and name of teacher.

Each school may have up to five different students compete in this event (one entry per student). Level of Latin will NOT be a factor in the judging. Awards will be presented to the top five entries.

Examples:



2. Classical Meme Contest

Students should create an original meme that makes some sort of reference to the realm of classical antiquity. The meme may use a classical image, or it may simply put a classical twist on a meme that is already in popular circulation. This contest is meant to be light-hearted and enjoyable, so memes should avoid *ad hominem* attacks, controversial issues, and salacious content. It is fine to use a meme generator and then print out the final product. Memes do not necessarily have to be printed in color, but color images are more likely to have a greater visual impact on the judges.

Judging will be based on creativity, humor, and the accuracy of the classical references. The following information should be printed neatly on the back of each meme: first and last name of student, name of school, and name of teacher.

Level of Latin will NOT be a factor in this competition. Each school may have up to five different students compete in this event (one entry per student). Awards will be presented to the top five students.

Examples:



3. Academic Pentathlon

There will be one academic test offered, an Academic Pentathlon arranged according to these categories (10 questions per category, 50 questions overall): Vocabulary, Roman History, Classical Geography, Latin Literature, and Reading Comprehension. A good preparation starting point would be the TJCL study materials repository (<https://www.tjcl.org/study-materials.html>).

Every student will take the same test. However, for the purpose of awards, students will be competing in four separate categories:

- Latin One
- Latin Two
- Latin Three
- Latin Four / Latin Five

Awards will be presented to the top five students in each level.

4. Mythology Spelling Bee

There will be one single bee for all students; level of Latin will NOT be a factor. Each school may enter up to five contestants. Awards will be presented to the top five students overall.

All spellings of Greek and Roman mythological characters will be based on the index of Morford's *Classical Mythology*. The moderator will pronounce the character's name and give a brief description of the character. The speller may request for this information to be repeated, but word etymology and contextual examples will not be provided. The speller must complete the word within 30 seconds. If a speller stops, they may start over from the beginning, but verbal blunders may NOT be corrected. (For example, "Aphrodite. A-P-R – I mean, A-P-H-R . . ." would NOT be acceptable.) Spellers may not use pencil, paper, or electronic devices. Spellers will be lined up in random order, and words will be called out according to a predetermined random sequence. If a student spells the word correctly, they

advance to the next round. If a student spells the word incorrectly, they are eliminated from the competition. In general, words will be arranged according to both familiarity and difficulty. As the competition goes along, words will become progressively more obscure and/or difficult. If need be, the moderator will use a list of provincial names, Roman historical figures, and Roman authors for tiebreakers.

The complete list of names that may come up during the competition is posted within the study materials repository of the TJCL website.

5. Catapult Contest (weather and field conditions permitting)

Catapults must be reasonably authentic to the Roman era and must be operative. They should be of the *onager* or *mangonel* variety.

Parents: Please remember that this is a contest for students. Parental over-involvement in catapult design, construction, and employment is not appropriate.

Categories:

- A. Small – Less than 24 inches tall
- B. Medium – 25 to 48 inches tall
- C. Large – More than 48 inches tall

Winners will be determined by the distance of the catapulted item. Small catapults will shoot marshmallows; medium and large catapults will shoot tennis balls.

No more than five catapults per school per category. Students may work on the catapults as individuals or in groups. Awards will be presented to the top five catapults in each category. Level of Latin will NOT be a factor in this competition. Note: Although it's fine to work on a catapult with a group of friends, the self-identified group leader will be the only one to receive an award.



6. Costume Contest

Students should dress up in a costume of classical relevance (mythological figure, historical figure, inhabitant of the ancient world, etc.). Each contestant will be expected to say a few words about who they are and to explain any relevant features of their costume. There is no spending limit *per se*, but costumes should be, as much as is possible, homemade.

Judging will be based on creativity, accuracy, and the quality of the verbal presentation. Level of Latin will NOT be a factor in this contest. Each school may enter up to five contestants. Awards will be presented to the top five students.

7. Feats of Strength Contest (weather and field conditions permitting)

Apollo and Hyacinthus Discus Toss

The objective is to throw a frisbee as far as possible. Distance will be marked from the spot of first contact with the ground (and not after bouncing, rolling, etc.). Each contestant will be allowed to make two throws. Students may not bring their own specialized frisbees.

Boys and girls will compete separately. Each school may enter up to five contestants. (Coed schools may enter up to five boys and five girls.) Level of Latin will NOT be a factor in this event. Awards will be presented to the top five boys and the top five girls.

8. Airing of Grievances Contest

In this contest, students will speak in the voice of one classical character, and they will “air grievances” towards another character who has somehow done them wrong. Characters may be either historical (e.g., Agrippina airing grievances at Nero) or mythological (e.g., Hector airing grievances at Achilles).

Students should assume the character of the wronged party and deliver a first-person monologue, directly addressing the speech to the person who has wronged them. Before starting, the student should tell judges who the characters are (e.g., “I am Dido, and I will be airing grievances at Aeneas”) and then begin the presentation.

Presentations should be in English and should be about three to five minutes in length. Students may not use any notes. Students should base their presentations on classical sources but should speak in their own words. They should not, for example, recite one of Dido’s speeches that they have memorized from a translation of the *Aeneid*. Also, students may use costumes and/or props if they choose, but they are not required to do so.

Judging will be based on accuracy, level of detail, creativity, and the emotional impact of the airing of grievances. Level of Latin will NOT be a factor in this competition. Up to five students from each school may participate. Awards will be presented to the top five students overall.

10. Certamen

There will be three levels of competition:

A. Latin One

B. Latin Two

C. Latin Three-Four-Five

Each school may pre-register one Certamen team for each level of Latin. Any remaining wild card slots will be open – on a first-come, first-served basis – on the morning of the event, starting at 7:30 AM. Sign-up sheets will be posted in the Springfield Foyer. Wild card slots are open to students from any school. Students are NOT permitted to sign up other students; anyone signing up for a wild card position must do so himself in person.

Each team will play one round of Certamen. The five highest-scoring teams in each level will receive awards at the assembly. The time limitations of Festivus do NOT allow for tournament play.

General Certamen rules and procedures (via TJCL):

A Certamen round consists of twenty toss-up questions (worth ten points each) and two bonus questions (worth five points each) after each toss-up. As the moderator is reading a toss-up question, any person on any of the competing teams may signal, indicating his or her desire to answer the question. If a player interrupts the reading of a toss-up question by signaling, the moderator will stop reading the question at that moment. After being recognized verbally by the Certamen machine operator, the person who signals must give an answer promptly (within a couple of seconds) without receiving any assistance from his or her teammates and without asking for the question to be repeated or for any word(s) to be spelled. If the person who signals first on a toss-up question gives an unacceptable answer, no other member of the same team may signal and give an answer to that toss-up question. If no other team has signaled after the incorrect answer, the moderator will repeat the question for the other team(s) until another team signals or the moderator has read the toss-up question twice. If no team answers the toss-up question correctly, the moderator will move to the next toss-up question, and the procedure begins again. At no time during the reading of a toss-up question may any player communicate with his or her teammates in any way. Such communication will result in the disqualification of that team for that toss-up question. Each correctly answered toss-up question earns that team the opportunity to answer two bonus questions. Team members are allowed and encouraged to discuss bonus questions before answering. There will be a fifteen-second time limit for discussing bonus questions. Answers to bonus questions should be given by a previously-determined team captain or by a designee of the captain.

Certamen questions generally cover Latin language, derivatives, classical mythology, Roman history, Roman life, and in the advanced level of competition, classical literature. If the moderator does not understand a player's pronunciation of a specific word or name, he or she may ask the player to spell. The player must then spell the word exactly if it is a Latin form, and nearly exactly if it is a proper noun. Players may always elect to spell a word rather than pronounce it, but the same rule applies. Players are allowed to use paper and pencil during competition, but this will not be provided by the moderator.

The substitution of players during matches is NOT allowed.

11. Ludi Events

These are designed to be informal competitions. Ribbons and trophies will not be awarded, though some other prizes (e.g., candy) might be available for winners.

- Kahoot! – A trivia contest. Students need to bring a device (laptop, phone, etc.) to participate.
- Escape Room – There is a limit of 36 participants in this event. Students will be randomly assigned to teams before the competition, so they need to sign up in advance. Additional students may sign up on the morning of the competition as space allows. Teachers may pre-register up to four participants, regardless of level of Latin.
- VINCO – Latin bingo. (VINCO = “I win!”)
- Trigon – A popular Roman ball game. Weather and field conditions permitting.

For instructions on how to play trigon, watch this video:

<https://www.youtube.com/watch?v=cCz2IZ3MOYc&t=37s>.

For rare video footage of a famous person from Roman antiquity playing trigon, watch this:

<https://www.youtube.com/watch?v=rHhfsKQyHuk>.

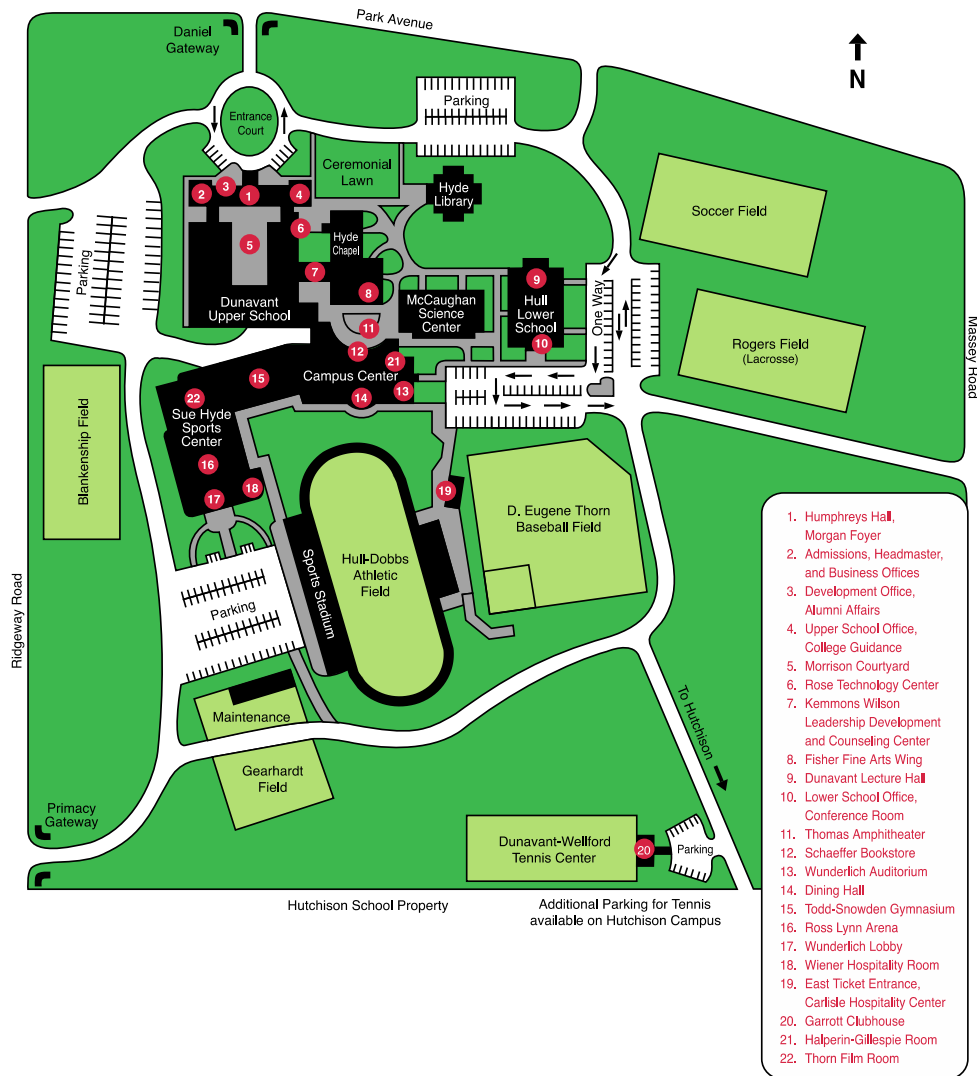


Logistics

Please note: Although the school's official address is 6191 Park Avenue, the gate on Ridgeway Road and Primacy Parkway (across the street from the McDonald's) will likely be the only gate open.

Drop-off and pick-up should take place by the Hull Lower School. Ample parking should be available in the lots east and south of the Lower School building.

Memphis University School Campus Map

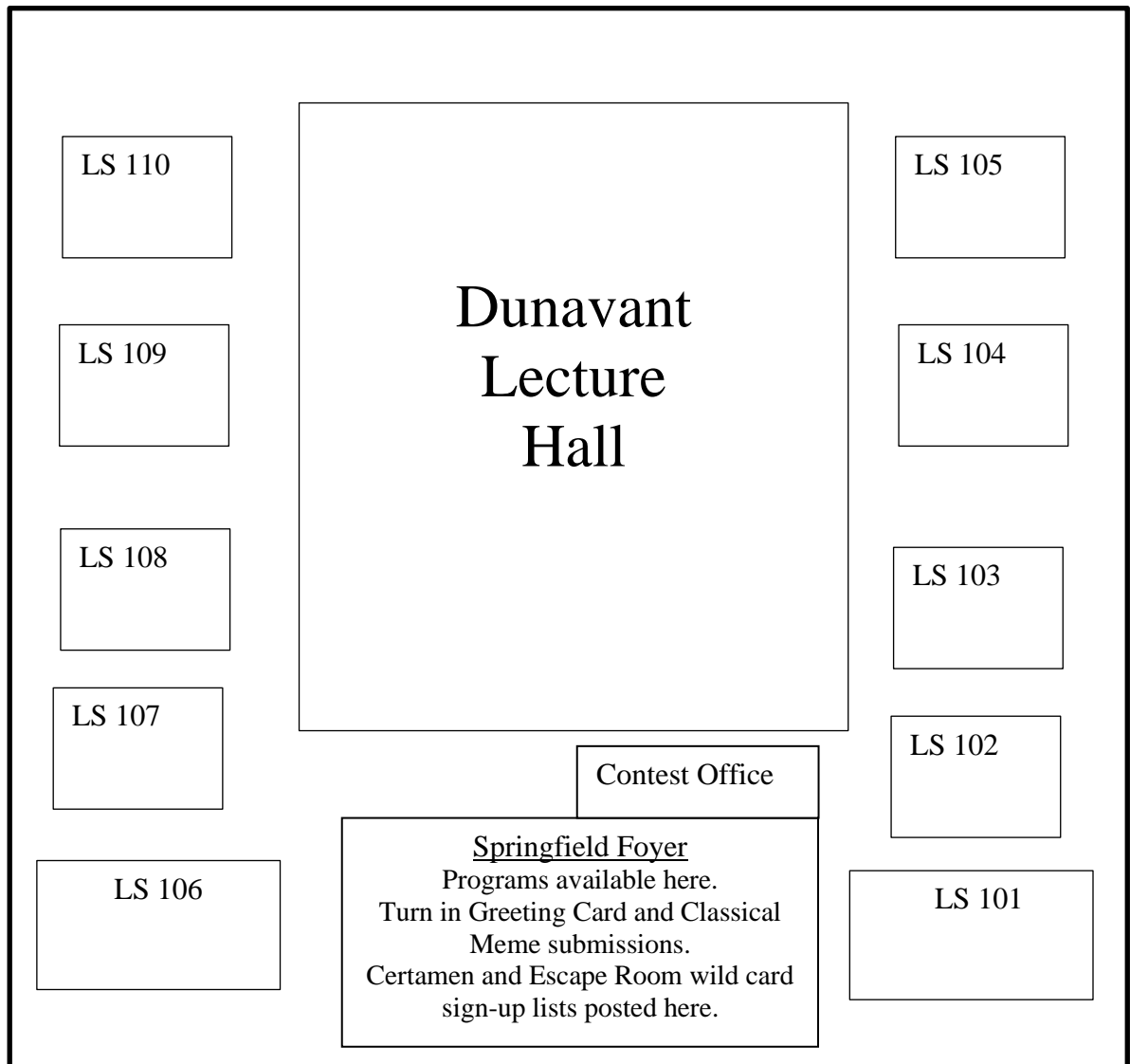


MUS Hull Lower School



Torrey Field

(catapult storage)



**Front Steps / Main Entrance
South Side of Building**

Thomas Amphitheater
Campus Center Dining Hall
Campus Center Wunderlich Auditorium

all located west of the McCaughan Science Center

