

A. COURTROOM ARTIST CONTEST

Rule 7.1. Registration and Eligibility

Each mock trial team may register two courtroom artists with their team. A team does not have to have a named artist at the time of registration, but when the team submits their roster, they must list the artist.

Courtroom artists are subject to all relevant mock trial program rules, restrictions, and eligibility requirements and will be held to the Mock Trial Code of Ethical Conduct. Courtroom artists will use the same team code and will accompany their team throughout the entire program. The courtroom artists may not serve as any other role on their school's mock trial team.

For a virtual program, courtroom artists shall follow the naming conventions established for competing team members and shall accompany their team to any designated virtual courtroom.

Rule 7.2.A. Trials/Trial Depiction- In-Person Program

1. Sketches must depict actual courtroom scenes observed by the courtroom artist artists during the first two rounds of the program. Sketches are created and completed by the courtroom artist during the course of the trials without the help of any source or person.
2. Laptops are not permitted in the program venue.
3. The courtroom artist may only observe and sketch the trials in which his/her/their team is competing or the courtroom they are assigned.
4. At the beginning of each round the artist will introduce themselves to the court and then seat themselves in the jury box or the front row of the gallery.
5. Once the trial begins, the courtroom artist may not move about the courtroom. The courtroom sketch artists may not communicate, either verbally or non-verbally, with any members of the teams or any visitors in the courtroom during the trial rounds.
6. During the second round of the program artists will be in designated rooms where they can complete their drawings.

Rule 7.2.B. Trials/Trial Depiction – Virtual Program

The rules for trial depiction are the same as those during an in-person program, except that:

1. Because there is no physical "courtroom" in a virtual program, courtroom artists are permitted to create details of a courtroom setting in crafting their program pieces.

2. Competing student attorneys may be drawn either standing or sitting, even if they were sitting during the virtual program round.
3. It is not a violation of these rules for courtroom artists to depict a courtroom scene that they did not observe.
4. All depictions of competing students and judges shall be accurate to the mode and manner of their dress and of traditional courtroom dress, even if the entirety of their clothing is not visible during the virtual program.
5. Courtroom artists are advised not to focus too much on the courtroom background for their program pieces. Program piece judging will weigh more heavily the depiction of faces and bodies during a virtual program.
6. Courtroom artists are permitted to use a laptop computer throughout a virtual program.
7. Courtroom artists are encouraged to explore ways to utilize the program's chosen technical platform to make their art easier to create and more detailed. For example:
 - a. Courtroom artists may wish to test whether a particular method of connection (e.g. using an app vs. a direct internet connection, using an app on an iPad vs. a laptop) provides the clearest views and best controls.
 - b. Courtroom artists may wish to test using different views (such as a layout in which the video of the individual speaking will appear larger on the screen).
8. Instead of sitting in the jury box, courtroom artists shall be permitted into the virtual courtroom on the same terms as any official team member.
9. The ban on courtroom communication includes any use of a chat function, text messaging, or other mechanisms of communication.
10. If the Courtroom Artist loses connection, it shall not constitute an emergency for purposes of Rule 1.3.
11. Courtroom Artists will be provided with a postage paid envelop to mail their submission to CCV.

Rule 7.3.A. Submission Specifications – In-Person Program

Artists will be provided an 11" x 17" sketch pad for use in the program. The drawings should follow these parameters:

1. Submitted drawings must be on the provided 11" x 17" paper, drawn in a

horizontal format.

2. Artists may use any dry medium (e.g., pencils, charcoals, color pencils, markers).
3. Sketches must depict an actual courtroom scene observed during a program trial. Artists may make as many draft sketches as they wish but may only submit one sketch.
4. Because the sketches may be reproduced, they need to have a strong enough line and shading value to be seen clearly once scanned.
5. The art submission must have the artist's name and team code placed on the back of the sketch; no signatures on the front of the submissions are allowed.
6. The art submission will be left in a designated room on a provided easel before the start of round 3.

Rule 7.3.B. Submission Specifications – Virtual Program

The rules for submission of the artist's work following Round 3 are the same as those during an in-person program, except that:

1. A picture of the art sketched during Rounds 1 or 2 must be submitted within 30 minutes of the conclusion of the Round 3 trial to be considered in the contest.
2. The submission process, labeling protocol, and technical specifications for courtroom artist depictions – maximum file size, minimum or maximum resolution, and image format (.jpg, .tiff, .pdf, etc.) – shall be announced in advance of the program by the Mock Trial Coordinator. In advance of the program, artists are encouraged to explore options for high-resolution scanning or photography of their work.
3. Courtroom artists shall maintain a digital copy and shall mail the physical copy of their Round 1 or 2 submission in a provided envelope from CCV.

Rule 7.4. Judging Components

Sketches are evaluated and feedback will be given to the artists.

Rule 7.5. Release

All courtroom artist submissions become the property of CCV and may be used for any purpose it deems appropriate, including but not limited to reproduction and dissemination, with recognition to the artist.