

## Classes 5-8 – Gift Cards

- PARTICIPATION (10 pts) – calculated (counts if family gave to a different child's project)
- TIMELINESS (5 pts)
  - 1 point – theme requested and approved within 3 days of launch on October 1
  - 4 points – turned in by deadline on November 10 with all completed paperwork
    - Half-point deduction if 1 portion of paperwork is late by 1 day
    - 1-point deduction for each day late
  - If an item is in the mail, a receipt of the order will be accepted along with a printed voucher representing the item, to be swapped when actual item arrives.
- RULE COMPLIANCE (5 pts)
  - If an exception is granted (by Head Coach) that rule may be overridden for that class and will not count against the score.
  - 1-point deduction for breaking a rule
  - 3-point deduction for breaking 2 rules
  - No points if 3 or more rules are broken
- CREATIVITY/PRESENTATION (20 pts) – judged by an anonymous panel of Regent supporters with no immediate relation to current students at Regent
  - Based on the execution and locations used to complete your category
- QUANTITY (20 pts) – on a points scale
  - 1 point earned for every gift card from a distinct business/venue of at least \$25, up to 20 points possible
  - 1 extra credit point will be awarded to the group who collects the highest quantity of gift cards (each must be from a distinct business).
- QUALITY (20 pts) - calculated by % of value sold
  - If it sells for 100% of its value, that's 10 pts
  - Twice the value or higher gets the full 20 points in that category, etc.
- VALUE (20 pts) – based on \$ made for the school through sale price at the event, calculated on a points system
  - Will be prorated if added to a different package
  - 10 points for meeting the minimum combined value of \$250
  - Additional half point for every \$100 of value up to 20 points
  - Anything beyond half points will only be used to break a tie
  - 1 extra credit point will be awarded to the group who collects the highest overall combined value from their gift cards
- TIE BREAKERS – In the case of a tie, it will be broken in the following way. If the first tie breaker doesn't break the tie, we will use the next method listed
  - Highest value
  - Total number of gift cards
  - Highest participation
  - Total number of business who donated to the project
  - Addition of \$s value from families in the class not in another class (i.e. if a family from your class also donates a stay at a vacation home, not a part of a different class project, it helps your class in the event of a tie that can't be broken with the first 4 tie breaker categories)
  - Creativity/presentation score
  - Total number of participating students in the class