

Courtroom Artist Contest Information

Registration requirements (deadline is February 28th), all participating artists must:

- be affiliated with a participating county Mock Trial team.
- complete the online registration form.
- pay a \$95 registration fee.
- complete and submit a waiver/release form authorizing the publication or reprinting of their Artists Contest submission for educational purposes. No financial compensation will be awarded.

Procedures

- Artist Check-in and Welcome Ceremony (March 14 at the Biltmore Hotel):
 - 12:00 1:00 pm artists must check-in and collect their registration packet.
 - 1:00 pm is the Welcome Ceremony
- Practice Drawing Round 1 (March 14 at the Stanley Mosk Courthouse):
 - Introduce yourself to the scorers and identify yourself as the courtroom artist.
 - If space is available, you may sit in the jury box away from the scorers.
 - Sketch a practice drawing to take with you to the Artist Workshop.
- Artists Workshop (March 15 at Stanley Mosk Courthouse):
 - 9:00 am All artists must attend the Artists Workshop.
 - Bring the practice drawing from Round 1.
 - Breakfast will be provided.
- Official Drawing Round 3 (March 15 at the Stanley Mosk Courthouse):
 - Introduce yourself to the scorers and identify yourself as the courtroom artist.
 - Once you are in the courtroom, you may not have any contact with anyone from your county (parents, teachers, or students). You must create your drawing completely independently.
 - At the end of Round 3, submit to the presider your artwork with the label, received with registration packet, placed on the back of the artwork.

Rules (see complete Rule 3.11 – Courtroom Artist and Journalist in the 2024-25 Team Rulebook)

- The sketch must depict an actual courtroom scene that you observed during your county's Round 3 trial.
- The art submission must be done in color.
- The drawing must be on paper of the dimensions 11" X 14", with a horizontal format.
- The art submission must have the artist label, received with your registration packet, placed on the back of your sketch.
- At the end of Round 3, give your drawing to the presider. Only drawings submitted to the presiders will be entered in the contest.
- All artists must bring their own art supplies. Teach Democracy will not be providing any art supplies.



Courtroom Artist Contest Criteria

Each courtroom art entry will be judged based on the following criteria:

Telling the Courtroom Story:

Does the illustration give the viewer an immediate feeling of an event taking place? Does the artwork evoke an emotion or show action? Does the sketch provide enough information to hold the eye for a period of time?

Composition:

Is there a definite indication of the Courtroom interior to describe the place? Are the figures in the illustration large enough to focus on, yet small enough to be placed within the structure of the courtroom? Are the elements of witness, judge, attorneys, etc., placed in an arrangement proportionate to the page, and create balance on that page?

Color/Contrast:

Is the illustration harmonious in the distribution of line, color, and tone? Are there good balances of dark and light that play off each other to give richness to the artwork? Is the medium of choice, be it color pencil, marker, etc. used to the best advantage in documenting the illustration?

Authenticity:

Does the artwork convey a professional feeling, without seeming cartoonish? Does the illustration, no matter the style, i.e., sketchy, ultra-realistic, highly rendered, or loosely drawn, carry the idea of adhering to a respectful, convincing depiction of a courtroom event?

Holistic Evaluation:

Taking into account the evaluator's thoughts on the above criteria plus professional expertise in illustration, art, and storytelling, provide the artwork a holistic score.

Tips & Ideas

- Find the most newsworthy action that occurred in the courtroom. Perhaps there is an "ah-ha" moment, an intriguing witness, a shocking development with which to capture the emotion of the trial. The artist must remember that this is true reporting and must be the "eyes of the court".
- Strive for accuracy in depicting the courtroom setting, but don't focus on sketching a microphone instead of the witness on the stand.
- Let the viewer know right away that this is a courtroom. Include items that convey that setting but remember to tell as full a story as possible, instead of focusing on minute details.