BELLUS ACADEMY PRESENTS...

# Raw Talent COMPETITION 2020

Do you or someone you know love expressing themselves through hair, make-up or nails and are 16 or older?

If so, this virtual event is for them!

## Enter to win a Cosmetology Scholarship

**1ST PLACE** \$2,000

2 N D P L A C E \$1,000

**3 R D P L A C E** \$ 5 0 0

COMPETITION DATES
NOVEMBER 6TH AND 7TH, 2020

FRIDAY, OCTOBER 23RD.

TO CLAIM YOUR SPOT EMAIL US AT:

rawtalent@bellusacademy.edu



www.bellusacademy.edu

### COMPETITION DATES NOVEMBER 6TH AND 7TH, 2020

#### WHO IS ELIGIBLE?

MUST BE 16 OR OLDER. NON-LICENSED.

#### **HOW TO ENTER:**

SUBMIT PHOTOS OF LOOKS YOU'VE CREATED BEFORE THE OCTOBER 23RD DEADLINE TO:

#### <u>rawtalent@bellusacademy.edu</u>

- HAIR STYLING, UP-DOS
- MAKE-UP DESIGNS
- SPECIAL EFFECTS MAKE-UP
- · NAIL ART
- BEFORE & AFTER PHOTOS ARE A PLUS

#### WHAT TO INCLUDE IN YOUR EMAIL:

- NAME
- CELL NUMBER
- AGE
- GRADE
- HIGHSCHOOL NAME
- PARENT NAME AND CONTACT INFO

ONCE WE RECEIVE YOUR EMAIL WE WILL CONFIRM YOUR ENTRY AND PROVIDE ADDITIONAL EVENT DETAILS

#### **HOW TO PREPARE:**

- PLAN A HEAD-TO-TOE LOOK FOR YOUR MODEL: HAIRSTYLE, MAKE-UP, NAILS, CLOTHING, SHOES AND ACCESSORIES!
- TIP: CREATE A THEME FOR YOUR MODEL'S LOOK. WHAT IS YOUR INSPIRATION AND VISION?
- ORGANIZE ALL YOUR NEEDED BEAUTY SUPPLIES.
- HAVE RELIABLE TECHNOLOGY AVAILABLE FOR YOUR JUDGING TIME SLOT.

#### DAY OF RAW TALENT EVENT:

- YOU WILL LOG ONTO A START-ZOOM CALL 5 MINUTES BEFORE YOUR SCHEDULED TIME SLOT.
- YOU WILL HAVE 10 MINUTES TO INTRODUCE YOURSELF AND YOUR MODEL TO THE JUDGES AND SHARE WITH THEM YOUR INSPIRATION AND THE LOOK YOU WILL BE CREATING.
- ONCE YOUR START-ZOOM CALL IS COMPLETE... YOU WILL HAVE 2 HOURS AND 15 MINUTES TO

#### **COMPLETE YOUR MODEL'S HEAD-TO-TOE LOOK!**

- YOU WILL THEN LOG ONTO A FINISHED-ZOOM CALL 5 MINUTES BEFORE YOUR SCHEDULED TIME SLOT.
- YOU WILL HAVE 10 MINUTES TO SHOW THE JUDGES WHAT YOU ACCOMPLISHED!
- YOU WILL SUBMIT BEFORE + AFTER PHOTOS OF YOUR MODEL TO BE SHARED ON THE MANHATTAN. KS BELLUS FB PAGE.