

Hints and Tips Checklist

Check out these writing hints and tips from our competition judges to help you write your best story!

- Make sure your story is original.
- Plan your story. Does your story follow the correct structure of a short story? There are lots of websites you can look up to help with this.
- Choose your font and font size carefully. Is it readable? We prefer Times New Roman, size 12.
- Have you used paragraphs properly?
- Use dialogue (the exchange of spoken words between two or more characters) to tell the story rather than explicitly spelling out every plot detail. These qualities were displayed by many previous winning entries.
- Use Spellcheck. Look at any red squiggly lines underneath words in your story - is the spelling correct? Grammar and punctuation are also important - those wiggly red, green and blue lines are there for a reason.
- Have you edited, drafted and redrafted your story so it is the best example of what you are capable of writing? Editing and drafting is an important way to pick up errors and make your writing tighter.
- Use Word Count to make sure you keep within 2000 words.
- Read your story aloud - does it make sense?
- Research is important when writing about places/historical periods - extensive research turns into authentic writing and the ability to create a strong sense of place and real characters.
- Good writers are readers - read the type of stories you like to write, see how authors build tension, create atmosphere and develop real characters with motivations.

Armadale Library

Armadale Central Shopping Centre
Shop 64/10 Orchard Avenue
Armadale WA 6112
9394 5125
armlib@armadale.wa.gov.au

Monday – Friday 9am - 8pm
Saturday 9am - 4pm
Sunday noon - 4pm

Kelmscott Library

Stargate Shopping Centre
2784 Albany Highway
Kelmscott WA 6111
9394 5810
kmslib@armadale.wa.gov.au

Monday – Friday 9am - 6pm
Saturday 9am - noon

Piara Waters Library

352 Wright Road
Piara Waters WA 6112
9394 5910
pwslib@armadale.wa.gov.au

Monday – Wednesday 9am - 6pm
Thursday 9am - 8pm
Friday 9am - 6pm
Saturday 9am - 4pm
Sunday noon - 4pm

Seville Grove Library

78 Champion Drive
Seville Grove WA 6112
9394 5800
svglib@armadale.wa.gov.au

Monday – Friday 9am - 6pm
Saturday 9am - noon

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library.armadale.wa.gov.au



Armadale

Young Writers' Awards

Creative Writing Competition





Armadale

Young Writers' Awards 2026

About the Competition

This online only creative writing competition is open to students who are in years 3 to 12 and reside or attend school in the City of Armadale.

The Armadale Young Writers' Awards opens and accepts entries from 1 - 30 June each year.

The Categories are the following year groupings:

3 & 4	5 & 6	7 & 8	9 & 10	11 & 12
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Placegetters in each category will receive the following:

1st Prize	\$200
2nd Prize	\$150
3rd Prize	\$100
Best Overall	Gift card valued at \$50
Note: Best Overall is judged from all the place-getters	

Place-getters will have their works compiled into a book, printed for the prize-giving ceremony in September, where they will receive their free copy.

The schools of all place-getters will receive one copy of the anthology for their school library. Copies will be available for purchase from Armadale Library after the award presentation, while stocks last.

You can also read previous finalists' stories on our website or visit a City of Armadale Library to borrow hard copies.

How to Enter

- Visit: library.armadale.wa.gov.au/armadale-young-writers-awards
- Read through the information and the checklist to make sure your story will be at its best and that you meet the criteria to enter.
- Click on the *Enter Armadale Young Writers' Award* button.
- Complete the entry form and attach your story (the story must be MS word format.docx)

Conditions of Entry & Important Dates

Please read carefully.

This competition will be held annually starting in June and ending in September with an award presentation.

1. All entrants must either reside or attend school within the City of Armadale, Perth, Western Australia.
2. Students must be in school years 3 to 12.
3. Entries must be prose. No poetry, scripts, graphic novels, or illustrations.
4. Entries must be the original work of the entrant, and should not be edited by another person.
5. The use of AI is not permitted.
6. Ideas should be original and not copied from any other source.
7. The word limit is 2000 words or less. Entries that fail to meet this requirement will not qualify for a prize.
8. Late entries will NOT be accepted.
9. One entry per person only. No joint entries.
10. Names should not appear on entry pages (for judging purposes), only on the entry form which must accompany your entry.
11. Quality of writing – to be grammatically correct and free of spelling errors.
12. The judges' decision will be final.

13. The City of Armadale reserves the right to not present an award.

Visit library.armadale.wa.gov.au/armadale-young-writers-awards for the full Terms & Conditions.

The entries will be judged by a panel arranged by the organisers. They will select the first, second and third place-getters and any highly commended awards. They will then assess all place-getting works to decide the winner of the best overall prize.

Entries Open	1 June 2026
Entries Close	30 June 2026
Finalists notified by	18 July 2026
Award Ceremony	4 September 2026
Finalists' stories on website	7 September 2026

Free Creative Writing Workshops

We have two amazing authors coming to the libraries to help you unlock your creativity. They will provide tips and tricks to help you learn how to craft, edit and submit stories for the Armadale Young Writers' Award!

These workshops are for students in years 3 to 12.

Places are limited and bookings are essential. Visit library.armadale.wa.gov.au for full details and to book in.

From Spark to Story with Meg McKinlay
Saturday 23 May, 10.30am at Armadale Library
Saturday 23 May, 1pm at Piara Waters Library

The Idea Imaginarium with Fionna Cosgrove
Saturday 30 May, 10.30am at Armadale Library
Saturday 30 May, 1pm at Piara Waters Library

Tips for Parents

Our judges recommend your child reads their story aloud to you to check it makes sense. Remember you can help with spelling and punctuation but the story must be entirely their own work and an original idea.