2 per team

Cuttings from any quality, comedic published play or scene source of literary merit are allowed. The selection must be memorized and contain only two (2) characters. Make-up and costumes are permitted, but the emphasis in judging will be on the quality of acting. The festival will provide a small table and two chairs, but contestants must provide their own hand props. Any settings or furniture (*in addition to the table and chairs mentioned*) must be provided by the contestants. No special sound effects or lighting will be allowed. No restrictions on movement.

TIME LIMIT: 6 minutes maximum including the slate.

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| --- | --- | --- | --- | --- | --- |
| **Criteria** | **Superior** | **Advanced** | **Proficient** | **Basic Level** | **Emerging** |
| **5 Points** | **4 Points** | **3 Points** | **2 Points** | **1 Point** |
| **Professionalism & Preparedness**  ***Score \_\_\_\_\_\_\_\_*** | Students are completely prepared and have obviously rehearsed. | Students seem prepared but might benefit from a couple more rehearsals | Students seem to be somewhat unprepared to present | Students do not seem prepared to present. | Performance is extremely short or unfocused because of lack of preparation |
| **Characterization**  ***Score \_\_\_\_\_\_\_\_*** | Characters are believable, fully and effectively developed through voice and body, and are driven by clear objectives. | Characters are believable and strong choices are made to create characters fully. | Good choices are made to create characters but are not clearly defined. | Limited characterization- breaking of character during the scene. | Characterization is not present. |
| **Movement**  ***Score \_\_\_\_\_\_\_\_*** | Use gestures and physicality to create a clearly defined and fully realized characters that meet the style of the scene. | Use gestures and physicality to create a clearly defined character and/or the style of the scene. | General choices are made as to how and when to move based on the characters needs and style of the scene. | Movement is choppy and feels unmotivated overall and/or does not relate to the character or the style of the scene at all. | Very little movement and/or movement that does not relate to the character or the style of the scene at all. |
| **Voice**  ***Score \_\_\_\_\_\_\_\_*** | The students utilized inflection, pitch, projection, volume, and rate to create a believable and fully realized character. | The students utilized inflection, pitch, projection, volume, and rate to create a clearly defined character. | The students utilized some of the following elements to define character: inflection, pitch, projection, volume, and rate | Used limited vocal expression to define the character and/or situation | Used little or no vocal expression to define the character and/or situation |
| **Overall Performance**  ***Score \_\_\_\_\_\_\_\_*** | Demonstrate a mastery of the discipline. | Demonstrate a significant level of accomplishment and potential within the discipline | Demonstrate a high level of accomplishment and potential within the discipline | Demonstrate a basic level of accomplishment and potential within the discipline | Demonstrate as emerging level of accomplishment and potential within the discipline |
| **------------------ TOTAL POINTS *(25 possible)*** | | ***Superior (21-25)*** | ***Excellent (16-20)*** | ***Good (11-15)*** | ***Fair (0-10)*** |

Judge’s Comments: