

SCSTA MIDDLE SCHOOL FESTIVAL

SOLO ACTING

Event Rules

4 entries per team

Contestants must choose two contrasting selections (period, style, or mood) from any published play or a monologue book. Each selection must contain one character only. The selections must be memorized. The contestant should provide a brief slate/introduction that includes the performer's name, school number, author and title of each selection. Make-up and costumes are permitted, but should not be the focus of the performance. The festival will provide a small table and one chair, but contestants must furnish their own hand props. No sets or furniture other than the table and chair mentioned will be allowed. No special lighting or sound effects will be allowed. No restrictions on movement. **Side-coaching is prohibited and will lead to disqualification.**

TIME LIMIT: 5 minutes maximum including the slate.

SCSTA HIGH SCHOOL FESTIVAL

SOLO ACTING

Performer _____

Preliminary Round

Final Round

Middle School _____

Time: _____ minutes (*Limit 5 minutes max*)

| Criteria | Superior | Advanced | Proficient | Basic Level | Emerging |
|---|--|---|---|---|---|
| | 5 Points | 4 Points | 3 Points | 2 Points | 1 Point |
| Professionalism & Preparedness <i>Score</i> _____ | Student appears to be well rehearsed and prepared. Clear and direct focus. Slate is clear and straightforward. Student appears to be knowledgeable and understanding of content and references. | Student seems prepared. Mostly clear and direct focus. Slate is straightforward. Student understands content and references. | Student seems somewhat prepared. Focus is inconsistent. Slate is not clear. | Student appears to be unprepared. Breaking character. Unclear or missing slate. | Performance is extremely short or unfocused. Lacks preparation. |
| Characterization <i>Score</i> _____ | Clear, consistent, and believable characters. Motivated by clear, appropriate objectives. Emotions are evident and well executed. | Characters are believable. Objectives and emotions are evident. | Good choices are made to create characters but are not clearly defined. Objectives and/or emotions are unclear. | Limited believability in characters. Objectives and emotions are unclear or do not exist. | Characters are not believable. No discernable objectives and little to no emotions. |
| Movement <i>Score</i> _____ | Used body and space to convey characters/gestures and physicality was effective, appropriate, and motivated. | Used body and space to convey characters/gestures and physicality was appropriate or motivated. | General choices made as to how and when to move based on the characters needs and style of the scenes. | Movement is choppy and unmotivated and/or does not relate to the characters or the style of the scenes. | Very little movement. Or Movement does not relate to the characters or style of scenes. |
| Voice <i>Score</i> _____ | Utilized inflection, pitch, diction, projection, and appropriate vocal variety to create believable and fully realized characters. | Utilized inflection, pitch, diction, projection, and vocal variety to create clearly defined characters. | Utilized some of the following elements to define character: inflection, pitch, diction, projection, vocal variety. | Used limited vocal expression to define the characters and/or situation. | Used little or no vocal expression to define the characters and/or situation. |
| Overall Performance <i>Score</i> _____ | Demonstrates a mastery of the discipline. | Demonstrates an advanced level of accomplishment and potential within the discipline. | Demonstrates some accomplishment and potential within the discipline. | Demonstrates a basic level of accomplishment and potential within the discipline. | Demonstrates an 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:

Judge's Signature _____ Judge's Affiliation _____

FOR TALLY ROOM ONLY

_____ Deductions (-0.5 for over time)

_____ ADJUSTED TOTAL POINTS