

## JUDGING TIPS AND GUIDELINES – THINGS TO REMEMBER AS YOU JUDGE

- \* Is the material appropriate for this particular student?
- \* Is the scene complete unto itself?

- \* Do the students maintain their characters?
- \* Is their articulation and pronunciation clear?
- \* Do they use appropriate gestures?
- \* Do they use appropriate facial expressions?
- \* Is the overall scene presentation entertaining, moving or thought provoking?

- \* Does the introduction set the tone for the scene?

- \* Does the scene make sense? Are the students prepared?

- \* Can you hear them and understand them?

- \* Do they speak too quickly or too slowly?

- \* Is the movement in the scene stagnant or obstructive to this scene?

- \* Are the emotions genuine or fake?

Remember that you control the round – don't rush. They'll wait while you finish a ballot. Remember to rank performers after ALL have completed their performances. Write your comments on the ballots, but wait until the end to do the ranking and scoring, Be honest with the performers, they get nothing out of this if you hold back information. PLEASE MAKE SURE YOU WRITE COMMENTS ON THE BALLOTS – THIS IS A LEARNING EXPERIENCE – IF YOU WRITE NOTHING, THEY LEARN NOTHING. Last but not least, enjoy the scenes. Have fun and relax. Let the students entertain you. Once you have completed your round, return the ballots and score sheet to the Control Room. NO TIES!!!

If you judge an improvisation or impromptu event, your judge's envelope will have several situations that the performers can choose from. It is recommended that you lay all of them face down on a desk in front of you. Let the performers choose ONE situation at random; don't allow performers the option of looking at more than one. It is also recommended that you look at the situation the performer has chosen before they leave to prepare so you know what is coming. In judging an improvisation event, you are looking to see that the actors play the situation, stay in character and have a beginning and an end. In impromptu events, be sure the speaker makes a clear point in the speech and uses an organized format. You should also give hand signals to indicate how much time is left – i.e. one minute, 30 seconds, stop.