

# Check-in Instructions

- \* First, ask if there were any rule infractions. If yes, the judge must stop at the infraction table before you check them in.
- \* Make sure the judge remains at the table until you have completely checked them in.

1. When you check in a judge, circle the entire section that you will be checking in on your schedule.
2. Place a check mark next to every entry for which you receive a critique. You should also receive a critique for any no-shows for that round.
3. Verify that the top line is filled out for round, room, speaker code, title, and total time. Make sure that they are clear, especially the speaker code.

## Storytelling

Round 1

Room 1412 (Judges: 0102): 05G1, 07G2, 07G3, 04G2, 10G2

Room 1413 (Judges: 0101): 05G2, 07G1, 04G1, 10G1

Round 1 Room 1412 Speaker Code: 05G1 Title: Three Little Pigs and the Big Bad Wolf Total Time: 6:02  
 You must **circle one and only one number in each row.** A score of 56+ qualifies for State **2016** (4-8 min)

STORYTELLING					
INTRODUCTION					
1	1	2	3	4	5
Introduces creates an atmosphere, sets the mood and grabs the attention of the audience.					
DELIVERY					
2	1	2	3	4	5
Story told with expression and enthusiasm.					
3	1	2	3	4	5
Characters are interesting, animated and consistent throughout the presentation. Each character is easy to tell from the others.					
4	1	2	3	4	5
Lines consistently connect with audience drawing them into the story. Entire audience is included.					
5	1	2	3	4	5
Facial expression adds to the visual impact of the presentation.					
6	1	2	3	4	5
Pauses are used effectively to add interest and build suspense.					
7	1	2	3	4	5
Costume and movement are used throughout the presentation to enhance the story and to make characters come alive.					
8	1	2	3	4	5
The ending and emotions of the story are consistently and effectively interpreted and conveyed to the audience.					
CONTENT AND ORGANIZATION					
9	1	2	3	4	5
Story flows smoothly from beginning to end. The ending is interesting and effective and conveys a feeling of completeness.					
AUDIBLE MESSAGE					
10	1	2	3	4	5
Vocal variation (tone, volume, expression) and spontaneity add interest to the performance.					
11	1	2	3	4	5
Volume fits the piece, audience and room. Every word could be easily heard. Variation in volume adds interest to piece.					
12	1	2	3	4	5
Rate appropriate. Variations and pauses add interest to the presentation and emphasize important lines.					
13	1	2	3	4	5
Speaks clearly all of the time. If using a dialect or unusual character voice speaker is consistent and easily understood.					
14	1	2	3	4	5
No mispronunciations noticed. <small>(Please list any mispronounced words in the designated space)</small>					
Count	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
x value	x.1	x.2	x.3	x.4	x.5
=points			8		60
Total Column I	_____				
Total Column II	_____				
Total Column III	_____				

4. Make sure that there are 14 checks, **exactly one check in each row.**
5. Check the arithmetic. Verify that the addition and multiplication was done correctly.
6. Check the bottom for judge signature and code. The rank should be filled in for a tournament.
7. Verify that there are at least three comments. Comments such as "Good Job." or something general and vague like that do not count.
8. Look on the back to see if the yes box indicating that all the rules were followed is checked. If no is checked, the form should have been initialed by someone from the infraction table. If not, send the person with their critiques to the infraction table.

Were all the rules of the category followed? Circle one.  Yes  No

Category: Storytelling

Round: 1  
 Room: 1413  
 Judge: 0101

Speaker Code	Score (1 - 70)	Rank (1 - 5)	Title of Piece
05G2	68	3	_____
07G1	70	1	_____
04G1	68	2	_____
10G1	67	4	_____

10. Cross off the room on the schedule. Then, send the judge on his or her way and the critiques to the tab room.

## Storytelling

Round 1

Room 1412 (Judges: 0102): 05G1, 07G2, 07G3, 04G2, 10G2

Room 1413 (Judges: 0101): 05G2, 07G1, 04G1, 10G1