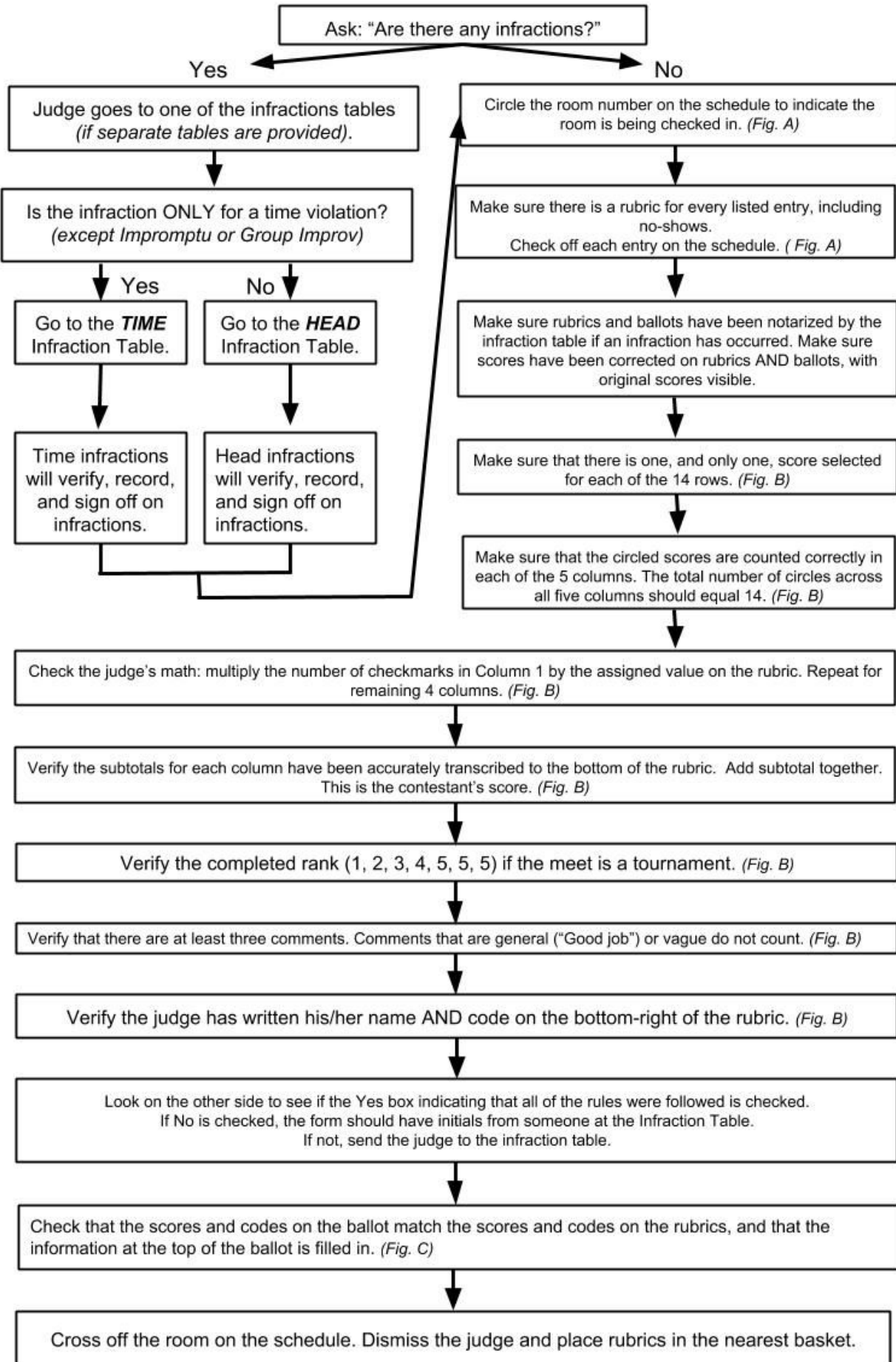


Check-In Instructions

A head coach from infractions or tab **MUST** train check-in volunteers. If you have not been trained **TODAY**, ask for help.



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Storytelling				
Round 1				
Room 1412 (Judge: 0102): 01G1, 04G3, 15G1, 07G4 , 06G1, 11G2				
Room 1410 (Judge: 0401): 08G4, 07G3, 11G3, 07G2, 02G1, 09G1				
Room 1206 (Judge: 1102): 22G1, 03G2, 05G1, 11G1, 06G1				

Figure A

Round 1 Room 1412 Speaker Code: 01G1 Title: My Mommy Total Time: 5:14
 You must **circle one and only one number in each row.** A score of 62 + qualifies for State **2018** (4-8 min)

STORYTELLING					
INTRODUCTION					
1	1	2	3	4	5
Introduction creates an atmosphere, sets the mood and grasps the attention of the audience.					
DELIVERY					
2	1	2	3	4	5
Story <i>told</i> with expression, enthusiasm, and spontaneity.					
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
Eyes 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
Gestures and movement are used throughout the presentation to enhance the story and to make characters come alive.					
8	1	2	3	4	5
The meaning 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 seamlessly 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 ideas.					
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 (*Please list any mispronounced words in the designated space)					
Count	0	0	2	2	10
x value	x 1	x 2	x 3	x 4	x 5
=points	0	0	6	8	50
(*List mispronounced or misused words below)					
Total Column I	0				
Total Column II	0				
Total Column III	6				
Total Column IV	8				
Total Column V	50				
Total Score	64				
Rank	3 (1, 2, 3, 4, 5, 5, 5, ...)				

Comments
 (A minimum of 3 comments is required. Scores of 3 or below require comments explaining what improvements are needed to qualify for state.)

Fantastic opening - your enthusiasm grabbed my attention!

Your piece could be even more engaging if you tried using more hand gestures to help tell the story (make sure to vary those gestures, so they seem more natural as well.)

The British character was difficult to understand - maybe consider dropping the accent as you could play around with pitch for a different voice instead?

Good job with varying your tone and volume throughout - really helped show the different moods!

Judge Caroline Spitnoza 0102
 Print Name Code

Figure B

Category: Storytelling			
Round: 1			
Room: 1412			
Judge: 0102			
Speaker Code	Score (14-70)	Rank (1-5)	Title of Piece
01G1	64	3	My Mommy
04G3	57	5	Little Hank's Big Day
15G1	60	4	Susie Q
07G4	69	1	Once Upon a Dinosaur
06G1	66	2	Mashed Potatoes
11G2	58	5	Grounded

Figure C