

DRAMATIC PERFORMANCE (DP)



Speaker Points	1-14 - Developing	15-16 – Low Level of Mastery	17-19 – Fair Level of Mastery	20-23 – Good Level of Mastery	24-25 – Excellent Level of Mastery	Total
Vocal Performance of Content	Speaker’s vocal performance interferes with character portrayal and/or setting of scene. Interpretation is significantly compromised by vocal performance.	Speaker’s vocal performance interferes with character portrayal and/or setting of scene. Character transitions are not clear and this leads to confusion.	Speaker uses voice to create characters and set the scene, with some errors that may cause confusion in distinguishing characters or scenes	Speaker uses voice well to create distinguishable characters and set the scene and interpret the text. There may be occasional errors that could use refinement.	Speaker uses voice to masterfully create distinctive characters, set the scene(s) and interpret the story so the audience may suspend belief.	
Physical Performance	Speaker’s physical performance interferes with character portrayal and/or setting of scene. Interpretation is compromised by physical performance. Movement/blocking is very confusing or not used at all.	Speaker’s physical performance occasionally interferes with character portrayal and/or setting of scene. Interpretation is compromised by physical performance. Movement/blocking is attempted.	Speaker’s physical performance allows for some character portrayal, scene setting and overall interpretation of the piece. Movement/blocking mostly purposeful.	Speaker’s physical performance only included a few errors, but overall provides interesting and distinct characters, distinguishable settings, and original interpretation of piece. Movement/blocking is purposeful.	Speaker’s physical performance expertly supports interpretation of the text. Speaker uses whole body and movement/blocking to create rich, detailed characters, well-developed scenes and artistic interpretation.	
Speaker’s Content Choices	Speaker failed to provide introduction or background to the text. Speaker’s content was inappropriate for competition. Speaker’s editing choices made understanding challenging.	Speaker provided some context/intro, but was not adequate to create understanding. Editing choices interfered with message. Speech over time limit or under 3 minutes.	Speaker provided adequate context/intro. Editing enhanced understanding. Choice of text was appropriate for competition. Length ok.	Speaker’s intro provided good contextual background and piqued interest. Editing choices enhanced and supported interpretation. Length ok.	Speaker’s intro demonstrated understanding of context and value to the audience. Editing was seamless and enhanced interpretation. Length ok.	
Overall Interpretation	Speaker’s overall performance suggests a lack of understanding or familiarity with the piece. Characterization or scenes are confusing.	Speaker’s overall performance demonstrates familiarity and understanding of the piece. Attempts at characterization/scene setting needs improvement	Speaker’s overall performance demonstrates understanding of piece and interpretation is well-established through characterization and storytelling.	Speaker’s overall performance demonstrates thorough understanding of piece with quality characterization and scene setting to tell the story.	Speaker’s overall performance is thoughtful and compelling, authentic, creative and intelligent characterization and clear scene setting. Excellent storytelling!	

RULES

DRAMATIC PERFORMANCE

PROHIBITED CONTENT

Profanity, sexual content, glorification of violence or drug use is strictly prohibited. Violations of this rule will result in a point deduction and may result in disqualification from the tournament.

Judges should inform the tournament director about inappropriate content and NOT discuss directly with student.

TIME LIMITS

Each speaker must adhere to specified time limits for their speeches.

- ◆ 10-minute time maximum
- ◆ 30 second grace period allowed.
- ◆ There is NO TIME MINIMUM; however, students will not receive the full number of points if their performance falls under six minutes.
- ◆ Speakers who exceed 10:30 minutes are still scored and ranked but cannot be ranked 1st.

NOTES

Using a script or notes is allowed; however, students who use cues or notes cannot be ranked 1st, 2nd or 3rd.

SELECTION OF MATERIAL

Material used for Dramatic Performance must be from an original published work. The piece should be engaging, impactful and relevant to the audience.

AUTHOR CITATION

Within the first two minutes, students should provide an introduction that includes the title and author or the literary work or writers of the cinematic production. If a participant does not cite the author and title the participant will receive a three-point deduction.

VISUAL AIDS

No props, costumes, furniture/sets or visual aids are allowed. Movement is allowed and encouraged.

ROUND GUIDE

- 1) Students should not be in the room until you are. Observers are allowed but they may not disrupt, help, or record.
- 2) **Start the session on Speechwire.**
- 3) Set up notes with competitor's names and get timer ready.
- 4) Use the order on Speechwire to call each competitor to come up and speak.
- 5) The highest ranked speakers should have the most speaker points. **Points can be tied, ranks cannot. Do not share feedback with competitors during competition.**
- 6) **After you input rank and points, SUBMIT your ballot on Speechwire. The next round cannot begin until you do. Please do it immediately.** 😊
- 7) Go back to the Judge's Lounge and fill in feedback on Speechwire.

10-59 POINTS	<i>Inappropriate, poor behavior If this score is given, must explain</i>
60-69 POINTS	<i>Needs Improvement</i>
70-79 POINTS	<i>Good</i>
80-89 POINTS	<i>Very Good</i>
90-94 POINTS	<i>Excellent</i>
95-100 POINTS	<i>Outstanding</i>