



STORYTELLING

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Concept of Event: Storytelling is the delivery of a single selection or compilation of material suitable for children, including contemporary literature, myths, legends, fairy tales, and folktales. Acceptable selections for storytelling must come from children's literature for any age. The use of manuscripts, notes, or books is not permitted.

GUIDELINES FOR INTERPRETATION EVENTS

Script availability: Contestants must have a script, available for a judge to review in the round if requested. The script may be a hard copy of the original, photocopy of the original, or an electronic version on a device that can be made available to the judge in the round. A judge request for a contestant's script must be made within the time frame of the round of competition. Should a judge need more extensive review time, the judge should make arrangements through tournament officials and the contestant's coach.

Introduction/transitional material: Contestants may include an introduction with some remarks descriptive of the work, including plot, themes, mood, setting, character, and/or information about the author(s); such information may be used as transitional material. Introductory or transitional material is included in the time limits and may include singing, humming, or other creative approaches.

Clothing: Street attire that suggests mood and character is permissible. Costumes that are unique to the stage, such as period dress and robes, are prohibited.

BASIS OF DECISION

Oral Presentation: Original characterizations are encouraged. Only sound created by the voice and the body of the interpreter is allowed. Mechanical aids or instruments are not permitted. Sound made by unaltered chairs, stools, and/or blox are permitted.

Platform Conduct: The interpreter may gesture and move around the platform as necessary. Good interpretation requires total physical, vocal, and emotional involvement. The presentation should not be dominated by choreography, and movement should be appropriate to the theme of the presentation. The use of a manuscript or notes is not permitted. NO hand props, decorative scripts, lighting, scenery, reader's stands, benches, platforms, or risers are permitted. ONLY chairs, stools, and blox (BLOX with an X is defined as: An object with a flat base, top and sides, typically square or rectangular) are acceptable. Any physical manipulation using a chair/stool/blox during a round is allowable and permissible.

Suitability of Selection: Selections should reflect a reasonable standard of literature that is appropriate for the level of competition. The selections should be appropriate to the age, temperament, and capabilities of the interpreter. The selection(s) should be of the type that shows insight into human nature and creates an impact on the listener. Editing is permitted, but the author's intent must be preserved. The rewriting of a selection to change the gender of the primary characters is inconsistent with the author's intent and thus is not permitted. In interpretation events, the use of quality literature should be noted favorably, and a selection devoid of literary merit should be scored accordingly.

Timing: Each presentation must be timed. Timing starts when the presentation of the contestant begins. Either the judge or an alternate timekeeper, under the supervision of the judge, is responsible for using a stopwatch and for displaying time cards that are clearly visible to the contestant unless the performer prefers not to have visual timing. The number showing on the card should indicate the amount of time remaining. Judges should give an oral report of the actual time at the completion of each performance. Timing must be indicated on the ballot as well as on the contestants' critique sheets.



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Presentations that do not conform to the suggested time parameters may be penalized at the discretion of the judge. Penalties are not mandatory for timing irregularities.

HIGH SCHOOL: TIME LIMIT for Storytelling in high school is five (5) minutes to eight (8) minutes.
 MIDDLE LEVEL: TIME LIMIT for Storytelling in middle level is four (4) minutes to seven (7) minutes.

Contestant Evaluation: The ballot must be completely filled out and needs to include the contestant's name and code, the author, the rank, the percentage score, and the time of the presentation. Judges are to complete their ballots legibly.

Each judge shall rank the participants as 1,2,3, according to the relative merits of the contestants. All other contestants will receive a rank of 4. The judge shall also assign a percentage score ranging from 100 to 75. No two contestants can be given the same percentage.

All point scores must be assigned in whole integers. One hundred percent must be assigned to the best contestant with the points for all other contestants in the range of 99-75. The assignment of a score between 79-75 should be reserved for special circumstances; such as when a contestant fails to complete his or her presentation, exhibits inappropriate behavior, or performs highly inappropriate material.

Critique sheets and ballots must be returned to the ballot collection/tabulation room at the conclusion of each round.

Note: Please follow the instructions given at the judge’s meeting concerning speaking order. Some Invitational tournaments may draw in round. Regional & State Tournaments use the order as listed on the schematic.

Order	Contestant	Code	Selection(s)	Author(s)	Time	Rank	%
1							
2							
3							
4							
5							
6							
7							

Round ___ Section ___ Judge _____ Code _____ School _____ Cell# _____