

C11 JUDGES COMMITTEE

OVERVIEW OF FESTIVAL COMMITTEE CHAIR RESPONSIBILITIES

C11 Judges Committee Chairperson(s)

At the moment we need 2: a Judges' Database Coordinator who maintains the database of judges, invites them to participate, sends thank yous, and reports comments back to the board, and a Judges' Assignment Coordinator who is in charge of preparing packets for festival and judge assignments at the festival.

A. JUDGES' DATABASE COORDINATOR

Pre-Festival:

1. Solicit new judge contact info at each meeting.
2. Prepare email invitation.
3. Two months before festival, place an ad for judges in Backstage West.
4. One month before festival, contact past judges with festival info.
5. Send judging invitation by email to all past judges and DTASC teachers to forward to possible qualified judges.
6. Contact AFTRA and Actor's Equity for distribution of judge invitation.
7. Communicate with each judge as to site and festival information.
8. One week before festival, email rubric and judging tips to confirmed judges.
9. Get necessary supplies.
10. Make one set of name tags to use with matrix, and another set that say "DTASC Judge."
11. Make sign-in sheet from database so judges can confirm email and cell phone numbers.
12. Prepare lunch tickets for judges.
13. Prepare "Priority" judges tickets to identify those who get first chance at semi-finals and finals judging.

Festival day:

1. Bring all prepared materials, plus 100 pens.
2. Arrive early; make sure coffee is ready as soon after 7 am as possible.
3. Set up sign-in space for pre-registered judges.
4. Distribute contact slips for walk-in judges.
5. Greet each judge appreciatively.
6. Distribute lunch tickets, priority tickets and name tags.
7. Make sure DVD is set up and direct new judges to watch.

Post-festival:

1. Send email thank you to all judges, with dates of next festival and when to expect invitations.
2. Direct judges to web site when winners are posted.
3. Prepare judges report for board and membership meeting, including comments from and about judges.
4. Evaluate how to make the process more efficient.

B. JUDGES' ASSIGNMENT COORDINATOR (SEE NEXT PAGE)

continued

OVERVIEW OF FESTIVAL COMMITTEE CHAIR RESPONSIBILITIES, CONTINUED

B. JUDGES' ASSIGNMENT COORDINATOR

Pre-Festival:

1. Get necessary supplies.
2. Make copies of ballots, share sheets, matrix, and all information sheets for judges' packets.
3. Make labels with room/category assignments.

At Organizational Meeting:

1. Bring all prepared materials to meeting.
2. Prepare envelopes for each event.
3. Stuff envelopes with ballot and share sheets.
4. Prepare manila envelopes for judges, with all necessary information sheets, judge's ribbon, etc.
5. Prepare matrix for easy assignment of judges.
6. Give copy of matrix to each divisional VP so they can assign coaches.
7. Train anyone new who is helping with judges.
8. If for some reason you cannot be at the festival early, arrange to get all the judges' packets, matrix, and other materials there early, with someone delegated to be in charge until you arrive.

Festival day:

1. Get set up by 7:30 am as possible.
2. Bring all prepared materials with you, plus extra copies of everything.
3. Send extra copies of share sheets to Room Chairs room.
4. Set up a location for coaches to pick up their pre-assigned judge packets.
5. Conduct an oral training of the judges (often conducted by several people).
6. Assign judges to rounds 1&2 rooms.
7. Assign tech judges.
8. Deal with problems as they arise.
9. Get money packet from DTASC treasurer.
10. Get list of coaches' jobs & cell phones from Div VP during Round 1.
11. Assign judges to semi-finals and finals.
12. Have judges sign out when they are thru for the day.
13. Pay judges their stipend and see that the amount is recorded on the sign-out sheet.
14. Return leftover money & sign-out sheets to DTASC treasurer.

Post-festival:

1. Evaluate how to make the process more efficient.

C11 JUDGES COMMITTEE

I. The Judges' Committee works in five areas

A. Mailing list

1. Keep an accurate mailing list of qualified judges
2. Keep up to date (weed out “no answer” and “return, no forwarding address” once every 2 years)
3. Best sources of judges are the judges themselves and the directors

B. Paper supplies (necessary for each festival)

1. “My name is...” tags
2. #10 white envelopes
 - a. Ballots for each round
 - b. Mail maps and “Thank you for accepting our invitation...” letters
3. Large manila envelopes for judges' packets
 - a. Ballots
 - b. Share sheets
 - c. “Hello” tag and judge ribbon
 - d. Lunch ticket
4. Ballots- to be stuffed in envelopes and labeled:
JUDGE#
ROUND #
EVENT
ROOM#-
5. Share sheets
6. Map to the festival
7. “Thank you for accepting our invitation” letter

C. Judge selection and rotation

1. Collect the “yes” returns and divide them into two groups: All Day and AM Only
2. Save the “no” returns and note both “yes” and “no” returns on the mailing list (this allows you to weed out the people who do not reply)
3. Decide, based on the number of sections, how many judges will be needed in each round
 - a. Round 1 and 2 (usually 2 for individual events and 3 for group)
 - b. Semi-finals- 5 for each event
 - c. Finals- 7 for each event (only 49 judges will be necessary for finals)
4. Assign judges a number based on qualifications and seniority (#1-49 will judge all four rounds, “AM Only” judges will be assigned a higher number)
5. Rotate judges by number to give each judge a sampling of four different events
6. Special event (Pantomime, Costume, Tech, Improv) judges must occasionally be handled separately)

continued

JUDGES COMMITTEE, CONTINUED

7. Make up judges' packet
 - a. Ballots
 - b. Share sheets for each round
 - c. Number packet for easy distribution
 - d. judges ribbon
 - e. "Hello" name tag
 - f. Lunch ticket, if possible
- D. Mailing invitations and maps
 1. First mailing to all judges on list
 - a. Delete "costume only" or "mime only" judges, depending on festival
 - b. Use a first class stamp for initial mailing and a postcard stamp for return postcard
 2. Mail one month in advance (earlier than 6 weeks results in many "no shows" and last minute "I can't come"s)
- E. Collating "Share Sheets" for each school packet

II. Helpful hints

- A. Make sure to get a copy of the Program at the Typing Meeting in order to properly Label Ballot Envelopes
- B. If possible, use computer labels to save time with Ballot Envelopes
- C. Edit "Judges number list" as phone calls come in Festival Week
- D. Be sure to order enough invitations (currently 400)
- E. Ask Hospitality and/or registration committee to help sort "Share Sheets"

III. Reminders to judges

- A. Give the "Have a Heart- Constructive Criticism Speech" at 8:45am ("You stink/it sucks" won't help)
- B. Remember to sign as well as print your name on your Ballots (in case Tabulations has questions)
- C. Rank all participants in semi-finals and finals
- D. Remember to give your ballot to the room chairperson

CRITERIA FOR JUDGES; DIRECTIONS TO JUDGES

Div. C—Judges must be at least 4 years out of high school.

Div. B—High school seniors may judge if their school is not entered in that event.

Div. A—High school seniors may judge.

If you are in a room where you know a student, you must change before judging begins.

Please do not confer with other judges before submitting completed ballots/share sheets.

Materials:

Explain and then add

When making comments, please be constructive. Remember they are students, not professional. Please be attentive. Students have worked hard. Also, you are reminded to look at the integrity and substance of the scene.

You must sign ballots (print and sign name) and give to roomchair before leaving.

“No Show”— put on ballot

After second round, please check in before going to lunch

Semi-finals—ALL scenes get ranked

Finals—share sheets are optional (if using them, please be brief)

(Note: for A Division, ALL scenes get ranked, including Rounds 1&2)

Rules—preview

Roomchairs are responsible for starting/stopping scenes. They’ve been instructed to wait for you to write comments. Please DO NOT start a round without two judges. Judges may NOT join after a round has started.

JUDGE'S TIPS

Welcome and thank you for sharing your time and opinions with us.

FILLING OUT SHARE SHEETS:

Please express your views in a positive and constructive manner. Students want to know your opinions. However, be gentle. Point out ways they may improve, but also let them know what they did well. We are here to teach, not humiliate.

CRITERIA FOR SHARE SHEETS:

Superior: Gifted actors, material ideal for actors and occasion. Superior use of body, voice, movement deserves to be among the top finalists.

Excellent: Quality performance; not as polished as superior, but a potential finalist.

Good: Average, beginning level performance

Fair: Please do not rate students at this level. You don't know where they started. They may have worked very hard just to memorize their lines.

FILLING OUT BALLOTS:

- When you arrive at the room copy the codes on the top part of your ballot in the order they perform.
- List n/show after a group that does not appear.
- After performances make sure you rank each group on the top of your ballot to the right.
- Then list the codes in rank order at the bottom of your ballot.
- Make sure the code number is clear.
- Make sure you have not listed a code twice
- Make sure you have printed your name and signed your ballot.
- Do it now!! If problems exist, we need to discuss it.

WHEN YOU'RE DONE:

- Place ballots and share sheets in sealed envelope and give envelope to the room chairperson to deliver to tabulations.

SECRECY OF BALLOTS:

- If students are looking over your shoulder, feel free to ask them to leave.
- Do not confer with other judges before you submit your ballot. You were invited for your opinion.
- Make sure your ballots are sealed.
- If you want to compare notes with other judges after ballots are in that's fine, but not before you have sent in your opinion.
- Do not share your ranking with other students, parents or teachers.
- If teachers or participants.
- Refrain from making personal comments to participants during the day. You may unrealistically raise their hopes they'll make finals or make others feel you know them personally. After the assembly, feel free to compliment students, but not before the awards have been presented.

RESPONSIBILITIES OF ROOM CHAIRS:

There should be two Room Chairs for each round. Their tasks are:

1. List codes on the board in performance order.
2. Make sure the performing space is cleared and that the right number of chairs are present. If not, borrow them from a nearby classroom. Participants may bring, their

continued

JUDGES' TIPS, CONTINUED

- own “special” chairs to perform with; however, then they must be willing to share them with the other participants in the room.
3. Check to see if there are enough judges. If not, they are to return to the library and report that they need more judges. Do not start until you have the correct number of judges.
 4. Check to see if the participants and judges know each other. If so, ask the judge to move to a nearby room with the same event and switch ballots with a judge in that room, and to send that judge to your room.
 5. Check to see if all the participants are present. If not they should write a NS next to their name. Should participants arrive late they must still go on in performance order. If they are past their performance order, then they compete next. Never are late participants allowed to go last unless they are last in the listed performance order.
 6. Make sure doors are closed and no one enters during performances.
 7. Announce each group. Tell them to set up their scene.
 8. Check to see if the judges are ready.
 9. Tell the group to start when the judges are ready.
 10. Time each scene.
 11. Stop any scene if it goes over the time limit.
 12. Maintain quiet.
 13. Clear the room when all scenes are over so the judges may finish in quiet.
 14. **TAKE SEALED BALLOTS TO THE TABULATIONS ROOM.**
- Room Chairs may need your assistance from time to time.
 - **PLEASE FEEL FREE TO ASK DISRUPTIVE PEOPLE TO LEAVE THE ROOM.**

JUDGE'S RESPONSIBILITIES:

1. Find a seat near the front. Feel free to ask students to move so you have a good view of the performers, and ask noisy or uncooperative students to leave.
2. Judge with an open mind regarding casting, new interpretations, youth of participants, and number of participants.
3. Fill out share sheets. Remember these go back to the students, so be as supportive as possible, but do let them know how to do it better.
4. Fill out ballots, check to make sure you have not listed a group twice, sign ballots, also print your name, and seal ballots in the envelope.
5. **GIVE SEALED BALLOTS TO THE ROOM CHAIRPERSONS AND TELL THEM TO TAKE THEM TO THE TABULATIONS ROOM.**

continued

JUDGES' TIPS, CONTINUED

YOU ARE TO JUDGE WITHOUT CONCERN FOR RULES!!!!

PLEASE DO NOT:

1. Judge down a group that was stopped for time.
2. Concern yourself with what the students are wearing.
3. Make judgments based on a rules infraction.
4. Penalize a group because of the number in that group.
5. Grade down because of accents.
6. Discourage students for attempting difficult roles.
7. Ask which school belongs to a specific code.

If you leave the campus please make sure you have delivered finished ballots to Tabulations and unfinished ballots to Judges, so if you do not return in time for other rounds your assignment may be given to another judge.

JUDGES EVALUATION PROMPT SHEET

CHARACTERIZATION

positive comments

strong commitment to the role
effective business
strong choices
believable transitions
physical behavior effectively portrays character
characters were believable

needs work

character in and out
characters too much alike
characters need more depth

TECHNIQUE

positive

excellent vocal variation
body language adds to character
good articulation
good physical connection with emotion
wonderful facial expressions
expressive use of voice
good pacing
good use of dramatic pause

needs more work

vocal variation needed
some awkward movement
can't hear you in back
volume is not a substitute for
appropriate expression
too much screaming
gestures need to be motivated

GROUP INTERACTION

positive

excellent eye contact by group ensemble
excellent listening, and reacting
good "give and take"
natural feel, sounded like conversation
believable reactions
excellent timing
transitions clear and believable
good stage business

needs more work

stay focused
let things affect you
listen to each other

STAGING

positive

interesting picture or tableaux
movements motivated
creative use of space
nice use of chairs and space
excellent use of levels
blocking organic (grew out of text)
balanced stage picture

needs more work

staging seemed contrived a bit
blocking all in one line

EFFECTIVENESS OF MATERIAL

positive

age appropriate / great fit for actors
excellent risk taking with difficult material
good choice for this group or ensemble — well cut
insightful, interpretation. rethinking of the text

needs more work

cutting seems disconnected
cutting too mature for actors

TECH THEATRE SUGGESTED JUDGES COMMENTS FALL FESTIVAL SETS/LIGHTS

POSITIVE COMMENTS:

- Selected concept works very well with demands of the play.
- Model meets required scale.
- I can see actors using this set design with ease.
- Set design enhances audience understanding of both the play and chosen concept.
- Some well thought out visual elements present on set.
- Color is used very well.
- Concept / research paper is thorough and detailed. Helped explain choices.
- Presentation well thought out and professional.
- Lights enhance mood and tone of play and concept.
- Appropriate use of light color medium.
- Solid understanding of light placement and circuiting requirements.
- Audience sight lines considered, and other limitations of set and lights addressed successfully by designers.
- Model construction shows attention to detail and skillful craftsmanship.
- Students took needs of set shifts into consideration when creating designs.
- Created multiple acting areas / various levels to visually stimulate audience and / or enhance play and chosen concept.
- Knowledgeable responses to judges' follow up questions.
- Set and light designs became characters unto themselves.
- Logical progression from first presented set / light design to the next. All part of a whole concept.
- Selected model construction materials and / or design methods would translate well into the real world.
- Thorough knowledge of selected play.

CONSTRUCTIVE COMMENTS:

- Selected concept not clearly expressed through set / light design.
- Chosen concept does not work well with selected play. Just because you can set any play in outer space does not mean you should!
- Scale of set model is off, either not to 1/2" scale, or elements inconsistent.
- Supplied ground plans do not match completed models, or selected elements altered from one to another.
- One or more designs seemed rushed, incomplete, or lacking in creative thought.
- Actors would have a difficult / (potentially dangerous time) using some or all elements of your set design.
- Little to no emphasis placed on selection of color in either set or light design.
- Lights are pedestrian in their use; little to no creativity used in placement, color , or current lighting technology.
- Certain elements of concept / research paper disorganized, lacking, or incomplete.
- Presentation not well rehearsed. It is just as important to "sell" your design and concept as it is to create it.
- Lack of thought concerning placement of set elements. Little or no consideration to audience sight lines.
- Size / number of set pieces would pose problems with set shifts.
- Little to no thought given to actually realizing this design on full scale. What works as a model, not able to translate to real world applications: actors would not be safe, cost of actual construction would be too expensive, impractical storage, etc.

GRAPHICS, PROGRAMS, PUBLICITY

POSITIVE COMMENTS

- Various elements of graph design well placed to grab and hold viewers attention.
- Title of play positioned appropriately on graphic design.
- Graphic design contained all required information, title and author, contact information: theatre location, phone number, e-mail address, fictitious production name or school code, show date and time.
- Concept / research paper is thorough and detailed. Helped explain choices.
- Presenters thorough and knowledgeable with all information presented.
- Presenters able to answer all judges' questions with ease.
- One single, clear graphic image presented concept well.
- Use of one or more graphic images presented concept well.
- Symbolism used in graphic design represents knowledge of themes used in selected play.
- Appropriate and / or creative font selection for graphic design lettering. Enhances or furthers concept / selected theme.
- Appropriate / creative use of color, line, form, placement, and other elements of graphic design.
- This graphic designed grabbed my attention and made me want to find out more about the play.
- Concept continued from graphic design on through program and into publicity plan.
- Program pages selected were best possible to show concept and designer's creativity.
- Information contained within pages of program impressed me. I actually learned from your research.
- Font selection appropriate for program.
- Images used enhanced depth and richness of your program pages.
- Audiences would be impressed with your program choices.
- Understood importance of attracting a target audience through publicity plan.
- Multiple media outlets presented through publicity plan.
- Created varied publicity plan aimed at both student and adult audience.
- Emphasis placed on both school and community when creating publicity plan.
- Clearly understood publicity plan was both to entertain (grab and hold attention), and to be didactic (to inform and possibly instruct / teach audience).
- Very fun and creative publicity plan. Your ideas made me want to come see this show!
- Clear timeline and expenditure listing showed organization and attention to detail with publicity plan.
- Loved how you actually demonstrated aspects of your publicity plan, and did not just talk or read it to us.

CONSTRUCTIVE COMMENTS:

- Hard to see title of play in your graphic design.
- Information missing from graphic design: school code or fictitious production name, author, production date, contact information, etc.
- Graphic design unbalanced. Too much unused space on poster, images crammed too close together, information / images lost at margins, information / images too large or small, etc.
- Concept / research paper lacking. Information missing or incomplete.
- Presentation lacking. Concept / information unclear, lacking. Little to no understanding of concept, theme, or selected play.
- I was confused by selected image(s) for graphic design. Did not match concept or theme of selected play.
- Concept / theme presented in graphic design not followed through with program and / or publicity plan.
- Could have selected program pages with slightly more creative potential.
- Program pages lacked visual appeal.
- Information contained within program seemed to be cut and pasted from existing sources. Little creativity or time involved.
- Basic information addressed with publicity plan; play dates, ticket prices, etc. Nothing above and beyond, or too creative.
- No thought to specific target audience for selected play.
- Standard media outlets covered; school P.A. announcements, school newspapers, posters, flyers, etc. No new, creative concepts presented.
- No timeline or expense chart presented.
- Based on allowable budget, funds went unspent.
- Publicity plan just read or talked out. Nothing to engage judges.
- Too much emphasis placed on either school only audience, community only audience, or no clear distinction between the two.

TECH THEATRE JUDGES COMMENTS COSTUMES FALL FESTIVAL COSTUME AND MAKE-UP

POSITIVE COMMENTS:

- Appropriate use of color.
- Creative / imaginative use of color.
- Selected fabrics well suited for characters.
- Displayed economic resourcefulness in creation of real costume.
- Advanced character traits through costume designs.
- Solid research apparent throughout costume designs.
- Concept / research paper thorough and well organized.
- Excellent presentation. I actually learned from the information you presented.
- Excellent costume renderings.
- Selected types of fabric matched needs of characters and play.
- Creative use of color in make-up design.
- Application of make-up design on model, brought character to life.
- Knowledgeable and skillful make-up techniques on display.
- Both costume and make-up designs supported and / or enhanced mood, themes and concept of selected play.
- Did not select obvious or easy characters for designs. Way to push your creativity.
- Workmanship very professional.
- Creative and unique solutions to design problems.
- Presented scene well rehearsed. Fun. Costume worked well for both audience and actor.

CONSTRUCTIVE COMMENTS:

- Missing one or more required elements.
- Lacked a clear understanding of what was required for each
- Character in either costume or make-up design.
- Inappropriate choice of either fabric or color.
- Selected concept did not work well with design choices or the actual needs of play.
- Concept / research paper lacking and / or incomplete.
- Presentation lacking in information. Notes just read. No real connection with judges.
- Presenters unable to clearly address judge's questions.
- Costume / make-up renderings or swatches did not match actual designs presented.
- Actual costume, renderings, physical make-up design, and / or swatches seem rushed, sloppy, random, or last minute in thought or construction.

TECH THEATRE JUDGES COMMENTS COSTUMES SHAKESPEARE FESTIVAL COURT COSTUME

POSITIVE COMMENTS:

(other comments can be pulled from fall festival costume list)

- Excellent attention to detail. Went above and beyond.
- Workmanship superb. It was apparent a lot of time and effort went into this design.
- Color and / or selected patterns fit period and / or country.
- Your model(s) fit the tone of the costume / character.
- Presenters very knowledgeable on Elizabethan time period and selected country's court.
- Thank you for either displaying or being aware of proper footwear.
- Though not a required element, thank you for including make-up of time period.
- Fabric and accessories both period in style while choices made demonstrated an excellent and clever theatrical alternative. Conscious of limited budget and time constraints.
- Kept actor / model's mobility in mind while attempting to be as historically accurate as possible.
- Concept / research paper thorough and well organized.
- Presenters clear and well spoken. I actually learned from the information you presented.
- Very impressive to present two costumes in one entry and bring both in at or under budget. Neither costume was lacking in any aspect of your design. A lot of bang for your buck!

CONSTRUCTIVE COMMENTS:

- Missing one or more required elements.
- Some or all of design not historically accurate.
- Attention to detail was lacking.
- Workmanship lacked discipline. Construction seemed rushed.
- Inappropriate fabric and / color choices.
- Model did not seem interested in establishing a character or
- Regal attitude. Air of indifference.
- Concept / research paper lacking or incomplete.
- Presentation lacking in information. Notes just read. No
- Connection with judges.
- Presenters unable to clearly address judges questions.
- Costume swatches did not match fabrics used in actual costume.
- In attempting to present two costumes in one entry, you split
- Available budget and short changed both designs. It would have been better to consolidate available resources into one solid costume design.

TECH THEATRE JUDGES COMMENTS COSTUMES

SHAKESPEARE FESTIVAL

CHARACTER COSTUME

POSITIVE COMMENTS:

(other comments can be pulled from fall festival costume list)

- Excellent character selection. Matched your model's physical characteristics.
- Excellent attention to detail. Went above and beyond.
- Captured mood and themes present in selected play and character.
- Creative concept choice. Worked well with selected play and character.
- Workmanship superb. It was apparent a lot of time and effort went into this design.
- Very impressive to present two costumes in one entry and bring both in at or under budget. Neither costume was lacking in any aspect of your design. A lot of bang for your buck.
- Kept actor / model's mobility in mind with your design while being as true to demands of character and play as possible.
- Appropriate use of color.
- Creative / imaginative use of color.
- Selected fabrics well suited for character and concept.
- Advanced character traits through costume design.
- Displayed economic resourcefulness in creation of real costume.
- Solid research on display through out costume design.
- Concept / research paper thorough and well organized.
- Excellent presentation. I actually learned from your information.
- Excellent costume rendering(s).
- Selected types of fabric matched needs of character and demands of play / concept.
- Creative use of color in make-up design.
- Application of make-up design on model brought design to life.
- Knowledgeable and skillful make-up technique on display.
- Both costume and make-up designs supported and / or enhanced mood, themes and concept of selected play.
- Did not select obvious or easy character(s) for your design. Way to push your creativity.
- Workmanship very professional.
- Creative and unique solutions to design problems.
- Presented scene was well rehearsed. Fun. Costume in action worked for both audience and actor.

CONSTRUCTIVE COMMENTS:

- Missing one or more required elements.
- Attention to detail was lacking.
- Workmanship lacked discipline. Construction seemed rushed.
- Inappropriate fabric and / or color choices.
- Model did not seem interested in establishing a character. Air of indifference. Lines from presented scene just read.
- Lacked a clear understanding of what was required for both costume and / or make-up designs.
- Selected concept did not work well with chosen designs or the needs of the play.
- Concept / research paper incomplete or lacking.
- Presentation lacking information. Just read. Did not connect with judges.
- Presenters unable to address judge's questions.
- Costume rendering(s) and / or fabric swatches do not match actual costume.
- In attempting to present two costumes in one entry, you split available budget and short changed both designs. It would have been better to consolidate available resources into one solid costume design.

RANKING THE EASY WAY: USE COMPARATIVE RANKING

Rank as you go, using the margin of your ballot.

Here's the easy way to rank them:

The 1st group you see will be the best so far. In the margin, list their school code.

— — — — → AE

When the 2nd group performs, decide if it was better or worse than the first group.

AE

If it was better, put their school code above the first code in the margin. If the 1st group was better, put the 2nd code below them.

(This group was definitely not as good as the first.)

— — — — → AD

When the 3rd group performs, decide if it was better or worse than the 2 you've already seen. Put their school code above, below or in between the first 2.

— — — — → AC

AE

(This group was WAY better than either of the others.)

AD

When the 4th group performs, decide if it was better or worse than each of the 3 you've already seen. Put their school code above, below or in between the first 3.

AC

(This group was better than the second group but not as good as the first. The third group is still way ahead of the rest.)

— — — — → AE

AG

AD

Continue until you have seen and ranked all the groups.

Then number the groups with 1 being the top of the list and the best performance you saw, 2 being the next best, and so on, with the highest number being the worst group (i.e., if you saw 10 groups, the worst would be #10 on your list).

— — — — → 4 AG
5 AU
6 AD

1 AC

2 AZ

3 AE

4 AG

5 AU

6 AD

Now fill in the ranking number in the last column opposite each school's code.
REMEMBER the order will NOT be the same as the order of performance.

See the other side of this sheet for a completely filled out ballot with these codes ranked as shown.



DRAMA TEACHERS ASSOCIATION
OF SOUTHERN CALIFORNIA
ACTING ROUND BALLOT RANKING
SHEET

EXAMPLE of RANKED BALLOT

Event Number 5
 Event Name Open Pantomime
 Room B-102
 Round 1 **2** Semi-Finals Finals

Instructions

1. Fill in Event and Room Number and circle which round this is.
2. Next, copy the school codes in the order of performance the room chair has listed on the board.
3. Watch the scenes and make comments on the rubric provided for student feedback.
4. Then assign a letter for the quality in each category. Use the following abbreviations:
S=Superior E=Excellent G=Good F=Fair N=Needs Work X=No Show
5. After you have scored all the scenes, rank them from best (1) to worst (12) in the column marked RANK
5. **SIGN YOUR BALLOT** (the festival cannot continue without all ballots being signed)
6. Seal in the envelope, and instruct the room chair to bring it directly to Tabulations.

You <u>must</u> score in <u>every</u> category for <u>every</u> event								
ORDER OF PERFORMANCE	SCHOOL CODE	TECHNIQUE	CHARACTERIZATION	GROUP INTERACTION	STAGING	OVERALL EFFECTIVENESS	RANK	For Tabulations Use
EX:	WZ20	E	G	E	S	E	1 is the best	
1	AE 50	E	E	E	G	G	3	
2	AD 50	G	E	F	G	G	6	
3	AC 50	S	S	S	S	S	1	
4	AT 50	X	X	X	X	X	X	
5	AG 50	G	G	G	G	F	4	
6	AJ 50	G	G	G	G	G	5	
7	AZ 50	S	E	E	S	E	2	
8								
9								
10								
11								
12								

1 AC
2 AZ
3 AE
4 AG
5 AJ
6 AD

Judge's Name (print): John Doe Judge Number 007

Judge's Signature John Doe

Judge's cell phone number 818.555.6234

Note: Only the adults in Tabulations will see this if you seal your ballot in the envelope before handing it to the Room Chairs.

SCRIPT FOR DTASC JUDGE ORIENTATION VIDEO

Welcome, judges.

Thank you for volunteering your professional judging skills. We appreciate your time today to judge this DTASC Festival.

Your comments will be read word for word by each student, their parents, their teachers, and sometimes their administrators. Your comments must be positively constructive to these youth who are as young as 14 years of age. Please praise the positive aspects of the performance and make specific constructive suggestions for their next performance of future material.

If you are judging the first two rounds, you will be through at lunch time. If you are judging the afternoon rounds, you may be here until 5:00. Make sure you have a couple of pens that work, and have some refreshments before you go off to judge.

If you have expertise in judging technical presentations in design of Set, Lights, Costumes, Graphics, we really want you to volunteer to judge our “techies.”

As a judge, you have a number of responsibilities:

1. Check to see if you know any of the participants. If so, immediately excuse yourself and return to the Judges room to be reassigned. **DO NOT SWITCH WITH SOMEONE IN A ROOM NEARBY.**
2. Do not confer with other judges before you submit your ballot. You were invited for your opinion.
3. Fill out and sign the rubrics and ballots and give them to room chairpersons to take to tabulations.
4. Do not share your ranking with other students, parents, or teachers. Refrain from making personal comments to participants during the day. Please do not coach any student or group before or after seeing the performance.

You are to judge without concern for the rules. Please:

1. Do not judge down a group that was stopped for time.
2. Do not make judgements based on a rules infraction.
3. Do not grade down because of accents.
4. Do not discourage students from attempting difficult roles.
5. Do not ask which school belongs to a specific code.

There are additional instructions regarding the day, balloting, the categories, etc. This film covers the standard things. There will be an announcement before Round 1 that will fill you in on some things that are special for today.

Complimentary coffee and snacks will be available here all day.

This film is about what you will be doing today. If you've never seen the film before, please watch it at least once. It will repeat. If you've seen the film before, please watch it once as a refresher.

If this is your first time judging, please fill out the form with your contact information.

[picture of contact info form]

If you've been here before, please check your contact information and make any corrections.

[show someone checking info, crossing out something, and writing in new info]

Before you go to Round 1, please get your judge's packet, which includes your lunch ticket, judge's ribbon, a program

[show envelope, lunch ticket, ribbon, generic program; pin ribbon on]

your assignment,

[show envelope]

continued

that contains your ballot and share sheets

[show ballot and share sheets]

The ballot and share sheets were re-designed in summer 2006. You may or may not have used them before. Let's look at the ballots first.

[show ballot]

Please use your best handwriting on the ballots.

At the top of the ballot, you should mark the room number and the round number.

[show hand doing this]

The room chairs will list the school codes on the board. Please list them in that order on your ballot.

[Show student's hand writing on chalk board; show adult hand writing on ballot]

List N/S (no show) after the codes of groups that do not appear.

There should be at least one room chairperson for each round who will facilitate the timing of the round and return the ballots to Tabulations for you.

For each category, please rate the actors as S for Superior, E for Excellent, G for Good, F for Fair, or NI for Needs Improvement.

You should know that the groups going to Semi-Finals and Finals are those that are rated Superior and Excellent in the first two rounds. If you think a group should go to Semi-Finals and maybe Finals, you must give them mostly E and S in rounds 1 and 2.

CRITERIA FOR RUBRICS

S — Superior — Gifted actors, material ideal for the actors and the occasion. Superior use of physicality, voice, movement, and the scene deserves to be among the top finalists.

E — Excellent — Quality performance; not as polished as a superior, but a potential finalist.

G — Good — Solid beginning level performance, but may lack the polish of an excellent or superior scene.

F — Fair — Average, beginning level performance Not as solid as a good.

NI — Needs Improvement — Please do not rate students at this level unless they are obviously and completely unprepared (lines not memorized, breaking during scene, etc.)

Even if they are not strong actors, they may have worked very hard to get to even a beginning level scene.

[Show hand writing scores; go into explanation of sections]

GIVE EACH SCENE A SCORE IN ALL 5 AREAS (technique, characterization, group interaction, staging, overall effectiveness).

EVEN MONOLOGUES NEED A SCORE FOR GROUP INTERACTION. You base it on their interaction with the invisible person they are talking to.

YOU MUST DESIGNATE ONLY ONE SCORE FOR EACH AREA. Tabulations cannot process combination scores. If you feel that a scene was between an excellent and superior, for example, you must decide whether they were more excellent than superior, or vice versa. For scoring the rounds, we also need you to rank the students. 1 is the best. One way to do this easily is to re-rank each time you see a new performance. The first group will naturally be ranked #1 to start with. When you see the next group, decide if they were better or worse than the first one. Now you have #1 and #2. When you see the third group, decide whether they were better or worse than the current #1 group. If they were worse, were they better or worse than the current #2 group? As you continue, keep adjusting where each group fits. Then when the round has finished, you can easily write down the ranking number for each group.

continued

[show hand doing all of this]

It is extremely important that you print your name at the bottom of the ballot, sign your name, and fill in your judge number.

[show hand doing this]

While you're scoring, you should also fill out a share sheet for each group.

[show share sheet being filled out]

There is a paper in your packet that gives possible comments. Here are some of them:

SUGGESTIONS FOR RUBRIC COMMENTS

TECHNIQUE — Positive comments

- Excellent vocal variation
- Body language adds to character
- Good articulation
- Good physical connection with emotion
- Good pacing
- Expressive use of voice
- Wonderful facial expressions

TECHNIQUE — Needs More Work

- Vocal variation needed
- Some awkward movement
- Couldn't hear you
- Too much screaming
- Gestures need to be motivated

CHARACTERIZATION — Positive comments

- Strong commitment to the role
- Effective business
- Strong choices
- Believable transitions
- Physical behavior effectively portrays character
- Characters were believable

CHARACTERIZATION — Needs More Work

- Character was in and out
- Characters too much alike
- Characters need more depth

GROUP INTERACTION — Positive comments

- Excellent listening and reacting
- Good give and take
- Natural feel, sounded like conversation
- Believable reactions
- Clear and believable transitions

GROUP INTERACTION — Needs More Work

- Stay focused
- Let things affect you
- Listen to each other
- Relationships were unclear

continued

STAGING — Positive comments

- Interesting stage picture
- Movements were motivated
- Creative use of space
- Excellent use of levels
- Blocking was organic (grew out of text)

STAGING — Needs More Work

- Staging seemed contrived
- Blocking all in one line
- Could have used space more

EFFECTIVENESS OF MATERIAL — Positive comments

- Great fit for the actors
- Great pacing
- Excellent risk taking with difficult material
- Well-cut
- Insightful interpretation

EFFECTIVENESS OF MATERIAL — Needs More Work

- Cutting seems disconnected
- Pacing seemed choppy
- Story was unclear

When the round is finished, double check your ballot.

Make sure you:

- Marked the round and wrote in the room number at the top.
- Wrote all the codes clearly
- Filled in a letter for each box for each performer.
- Ranked the performances
- Signed the ballot.
- Printed your name on the ballot.

Then put the ballot and the share sheets into the envelope, seal it, and give it to the room chair.

[show all of this being done; have student take the envelope]

You should not be judging students you know. If you're here with a school, or you know students from one or more schools, get the school code from the coach and check the program to see if they are in the room where you are going to judge. If they are, ask for a change at the judges' desk.

[show someone checking program and requesting a change; will need an adult to hand him a different envelope]

If you get to a room and find you recognize students in the room, please return to the judges' desk for re-assignment.

We cannot guarantee you will judge with your friends. And we only have room for judges and ask you not to bring children or relatives.

Silence all cell phones in judging rooms, and do not take pictures. Take only water bottles in the judging rooms.

Do not talk with students (even if you know them) before or after you judge them. The schools are by codes and students are asked not to tell judges their school names.

continued

Do not coach students after you have judged them or pursue them except to say, “Great job” or “Congrats on a good performance.” We try to keep the experience as professional as possible. We don’t want any one talking about a judge who seemed to be conferring with any student. If after you sign out, you wish to know what school is what code, we will tell you in the Judge’s room.

Semi-finals and Finals are a high priority judging assignment. For those who are judging all day, when you check in in the morning, you will receive a sign up number for Semi and Finals. The Semi-finals and Finals assignments are given out at the end of lunch.

If you are judging only in the morning, you return before the end of lunch to sign out and receive your honorarium and our thanks for judging. If you are judging in the afternoon, return after the last round you judge to collect your honorarium. The honorarium is \$15.00 a round. There are 2 morning rounds and a maximum of 2 afternoon rounds.

You may wish to donate a portion of your honorarium to our scholarship fund, and we can give you a receipt to use for a tax deduction. **We understand that the honorarium barely covers gas money these days, but if you can donate part of it, it goes to a worthy cause.** Again, we thank you for taking the time to judge today.

Here are just a few things we’d like to repeat:

Your comments will be read word for word by each student, their parents, their teachers, and sometimes their administrators. Your comments must be positively constructive to these youth who are as young as 14 years of age. Please praise the positive aspects of the performance and make specific constructive suggestions for their next performance of future material.

Fill out your ballot completely and sign it.

We appreciate your time and expertise.

Thank you.

Teachers of A/B/C

If you find any inappropriate remarks from any judge, please let me know by communicating this week as to name of judge and send the quote of the inappropriate remarks. I will talk with the judge discretely.

Thanks, Gai Jones gai.jones@sbcglobal.net

Teachers of A/B/C

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Thanks, Gai Jones gai.jones@sbcglobal.net

DTASC JUDGE LUNCH TICKET
Present at Cafeteria Door for
One Complimentary Lunch.

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DTASC JUDGE LUNCH TICKET
Present at Cafeteria Door for
One Complimentary Lunch.

DTASC Judge Contact Information With Missing, No or Incorrect Information
(21 years of age +) **or Onsite Registration**
*** Circle one: **8AM-1PM** or **8AM-6PM(end of judging sessions)**
Print all information: Circle one: Acting or Tech category
Name: _____
Cell Phone if Tabs needs to contact you today about your ballot
() _____
Email print...print each symbol: _____

DTASC Judge Contact Information With Missing, No or Incorrect Information
(21 years of age +) **or Onsite Registration**
*** Circle one: **8AM-1PM** or **8AM-6PM(end of judging sessions)**
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Name: _____
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Print all information: Circle one: Acting or Tech category
Name: _____
Cell Phone if Tabs needs to contact you today about your ballot
() _____
Email print...print each symbol: _____

DTASC Judge Contact Information (out of high school/not 21) **With Missing, No/Incorrect Information/onsite registration**
judging for B or A Divisions only

*** Circle one: **8AM-1PM** or **8AM-6PM(end of judging sessions)**

Print all information: **Circle one: Acting or Tech category**

Name: _____

Cell Phone if Tabs needs to contact you today about your ballot

() _____

Email print...print each symbol: _____

DTASC Judge Contact Information (out of high school/not 21) **With Missing, No/Incorrect Information/onsite registration**
judging for B or A Divisions only

*** Circle one: **8AM-1PM** or **8AM-6PM(end of judging sessions)**

Print all information: **Circle one: Acting or Tech category**

Name: _____

Cell Phone if Tabs needs to contact you today about your ballot

() _____

Email print...print each symbol: _____

DTASC Judge Contact Information (out of high school/not 21) **With Missing, No/Incorrect Information/onsite registration**
judging for B or A Divisions only

*** Circle one: **8AM-1PM** or **8AM-6PM(end of judging sessions)**

Print all information: **Circle one: Acting or Tech category**

Name: _____

Cell Phone if Tabs needs to contact you today about your ballot

() _____

Email print...print each symbol: _____

DTASC Judge Contact Information (out of high school/not 21) **With Missing, No/Incorrect Information/onsite registration**
judging for B or A Divisions only

*** Circle one: **8AM-1PM** or **8AM-6PM(end of judging sessions)**

Print all information: **Circle one: Acting or Tech category**

Name: _____

Cell Phone if Tabs needs to contact you today about your ballot

() _____

Email print...print each symbol: _____

DTASC JUDGE SIGN UP
FOR CATEGORIES
This number is based on
your arrival time.
Keep this slip for PM
judging sign up.
This is not your judge's #
Rounds I, II,
Semi/finals priority # _____

DTASC JUDGE SIGN UP
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This is not your judge's #
Rounds I, II,
Semi/finals Priority # _____

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FOR CATEGORIES
This number is based on
your arrival time.
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judging sign up.
This is not your judge's #
Rounds I, II,
Semi/finals priority # _____

DTASC Sponsoring Coach for High School Seniors sign in

Senior Last Name, First Name* School Judging 8AM-1PM or 8AM-5 PM	Senior Last Name, First Name * School Judging 8 AM-1PM or 8AM-5 PM
1	14
2	15
3	16
4	17
5	18
6	19
7	20
8	21
9	22
10	23
11	24
12	25
13	26

Judges under the age of 21 and high school senior age

We welcome judges who are under the age of 21 and seniors in high school to judge the A division festival; judges who are 18 years and older to judge the B division festival; judges who are 21 years and older to judge the C division.

We thank the DTASC teachers who recommend judges under the age of 21; it is the responsibility of the teachers to train judges before they arrive at the festival. They can practice writing constructive Share Sheets/Rubrics at their own schools. The teachers can evaluate the Share Sheets and give suggestions.

It is recommended that the C division teachers who are sending seniors to judge at the A festival contact the Prefestival Judge Coordinator with the number of confirmed seniors who will judge no later than five days prior to the festival. It is recommended that if the teacher responds with a confirmed number of seniors, that the teacher bring the confirmed number of seniors to judge.

The judges should:

- Sign in for judging prior to 7:30 PM..Training is needed for each judging session.
- Study the Share Sheet/Rubric before you arrive at the judging site;
- Arrive no later than 8AM;
- Dress professionally. No bare midriffs; no inappropriate logos on shirts;
- Bring 2 writing implements;
- Leave cell phones on silence (but check them between rounds and at lunch in case Tabs needs to reach you);
- Be professional with all judges;
- Remember how young the performers are and judge with compassion;
- Write positive constructive comments;
- Use legible writing; check your spelling;
- Put your real name on name tag;
- Be willing to judge without your fellow senior judges from your school;
- Leave all food outside of the judging room;
- Leave all recording/playing devices at home;
- Do not bring friends to wait for you while you judge.
- Do not talk with students before you judge them; the schools are by codes and not to tell their school names.
- Return to the Judges' Room immediately if you know any student in the performance room;
- Do not coach students after you have judged them or pursue them except to say "Congrats on a good performance."
- Listen to all instructors given by the Judge Facilitator and ask any questions before you judge.

DTASC JUDGES TIPS

Thank you for sharing your time and expertise with us. We've compiled a list of instructions and tips to help make the day both enjoyable and efficient for all involved. Please read this document and bring a copy with you to judge. Thanks

Driving Instructions to _____ High School _____

Parking for Judges Parking for Judges is _____

Prior to arrival

*Bring 2 writing instruments, your positive attitude toward youth performances, your ability to complete judging sheets, and your best hand writing.

ARRIVAL and Judges' check in

*Arrive in time in the morning to park and find the Library. Arrival time is 7:30-7:45 AM. Enjoy some complimentary breakfast items. There will be **priority order slips distributed** for Semifinals/Finals drawing based on your arrival time in the morning. **We have included the categories for the Fall Festival 08. Please be flexible in regards to categories you wish to judge. We do give priority to qualified judges who wish a tech category.

*If you have never judged, you need to view the Judge's DVD (or live person) playing in the judges' room.

JUDGES' NUMBER AND LUNCH TICKET

You will be given a Priority signup for PM judging Semi and Finals, when you enter the Judges' Room. This # is based on your time of arrival. We will call GROUPS in numerical order to assign categories and judge's numbers. This priority number is not your judging number. You will receive your judging number on your manila envelope. Your judging number is the number with which you sign all ballots. WRITE YOUR JUDGE'S NUMBER ON YOUR NAME TAG.

We cannot guarantee judging assignment if you arrive after 8:30 AM.

WHILE WAITING TO RECEIVE A JUDGING ASSIGNMENT approximately 7:45 AM-8 AM.

*Each judge needs to check your contact information on the tables placed about the room. Then make any corrections when you sign in for category assignment.

If you are not on the database on the tables, complete a blank judge's form, and turn it in when you sign in for category assignment. (Seniors in high school AND anyone under the age of 21(not pre-registered), need to complete either a SENIOR IN H.S. or UNDER 21 JUDGING slip, which is placed on the tables, and turn your slip in when you sign in for category assignment.) Apply your sticker name tag and apply your judge ribbon.

TECHNICAL CATEGORY JUDGES

*We are always looking for Technical Judges, so identify yourself when you sign in.

AFTER RECEIVING YOUR JUDGING PACKET

*Wait in the Library for the Judge's training and announcement. Please do not leave the room until excused. Remember your judge's number.

*When excused, go directly to your room.

IN THE JUDGING ROOM

When you arrive at the room, copy the school codes in the order of performance onto your ballot sheet.

Please put an X in every box on the line after the codes of groups that do not appear. _____

1. Check to see if you know any of the participants. If so, immediately excuse yourself and return to the Judge's room to be reassigned. DO NOT SWITCH WITH SOMEONE IN A ROOM NEARBY.
2. Do not confer with other judges before you submit your ballot. You were invited for your opinion.

More on page 2

3. Fill out and sign the rubrics and ballots and give them to room chairpersons to take to tabulations.
4. Do not share your ranking with other students, parents, or teachers. Refrain from making personal comments to participants during the day. Please do not coach any student or group before or after seeing the performance.
5. Write many positive comments. Student's parents, teachers, friends read your comments. Some of these participants are as young as 10 years old. Check your spelling.

You are to judge without concern for the rules. Please **do not**:

1. Judge down a group that was stopped for time.
2. Make judgments based on a rules infraction.
3. Grade down because of accents.
4. Discourage students from attempting difficult roles.
5. Ask which school belongs to a specific code.

FILLING OUT RUBRICS

Please express your views in a positive and constructive manner. Students want to know your opinions, but tend to take them to heart. Point out ways they can improve, but also let them know what they did well. We don't want anyone to feel humiliated or bad about their participation.

CRITERIA FOR RUBRICS

Superior: Gifted actors, material ideal for the actors and the occasion. Superior use of physicality, voice, movement, and the scene deserves to be among the top finalists.

Excellent: Quality performance; not as polished as a superior, but a potential finalist.

Good: Solid beginning level performance, but may lack the polish of an excellent or superior scene.

Fair: Average, beginning level performance. Not as solid as a good.

Needs Work: Please do not rate students at this level unless they are obviously and completely unprepared (lines not memorized, breaking during scene, etc.) Even if they are not strong actors, they may have worked very hard to get to even a beginning level scene.

Make sure that you make comments whenever possible, and fill out the bottom portion of the rubric (print name, sign name, give judge number).

There ARE SOME SUGGESTIONS FOR PHRASING YOUR COMMENTS. PLEASE FEEL FREE TO USE THEM.

BALLOT COMPLETION

There should be at least one room chairperson for each round who will facilitate the timing of the round and return the ballots to Tabulations for you.

GIVE EACH SCENE A SCORE IN ALL 5 AREAS (technique, characterization, group interaction, staging, overall effectiveness). EVEN MONOLOGUES NEED A SCORE FOR GROUP INTERACTION. You base it on their interaction with the invisible person to whom the solo actor is talking.

YOU MUST DESIGNATE ONLY ONE SCORE FOR EACH AREA. Tabulations cannot process combination scores. If you feel that a scene was between an excellent and superior, for example, you must decide whether they were more excellent than superior, or vice versa.

After you have viewed all the scenes and scored them in all 5 areas in the appropriate place on the ballot, please RANK THEM in order from 1st to 10th place (or however many places there are in that room). There are no tie rankings. DO NOT CONFER WITH OTHER JUDGES BEFORE YOU COMPLETE OR SUBMIT YOUR BALLOT.

More on page 3

Make sure the codes are clearly printed.

Make sure you haven't listed a code twice.

Make sure you've signed your ballot legibly.

Place ballot and rubrics in sealed envelope and give it to the room chairperson to deliver to tabulations.

SUGGESTIONS FOR RUBRIC COMMENTS

TECHNIQUE

Positive

Excellent vocal variation
Body language adds to character
Good articulation
Good physical connection with emotion
Good pacing
Expressive use of voice
Wonderful facial expressions

Needs More Work

vocal variation needed
some awkward movement
Couldn't hear you
too much screaming
gestures need to be motivated

CHARACTERIZATION

Strong commitment to the role
Effective business
Strong choices
depth
Believable transitions
Physical behavior effectively portrays character
Characters were believable

character was in and out
characters too much alike
characters need more

GROUP INTERACTION

Excellent listening and reacting
Good give and take
Natural feel, sounded like conversation
Believable reactions
Clear and believable transitions

stay focused
let things affect you
listen to each other
relationships were unclear

STAGING

Interesting stage picture
Movements were motivated
Creative use of space
Excellent use of levels
Blocking was organic (grew out of text)

staging seemed contrived
blocking all in one line
could have used space more

EFFECTIVENESS OF MATERIAL

Great fit for the actors
Great pacing
Excellent risk taking with difficult material
Well-cut
Insightful interpretation

cutting seems disconnected
pacing seemed choppy
story was unclear

MORE ON PAGE 4

AFTER JUDGING

*Check that you signed your ballot.

*Check that you have more positive comments than negative comments. You can find something good to say about anyone who shows up and tries.

*After round 2 take your lunch ticket to the Judge's lunch room.

*If you see any student on campus that you judged, you can say something like "I enjoyed your performance." DO NOT COACH THEM; DO NOT HAVE EXTENDED CONVERSATION WITH ANY STUDENT ABOUT THEIR PERFORMANCE. DO NOT TELL THEM HOW YOU RANKED THEIR PERFORMANCE.

*If you are judging semifinals/finals, return to the Library and using your priority number, sign up for semifinals/finals.

*If you are through judging after lunch, return to the Library and sign out to collect your honorarium; you must receive your honorarium before you leave. No honorariums are mailed. You may also wish to donate some of your honorarium to our scholarship fund. You will receive a tax deductible form today if you donate.

*After Finals, return to the Library to collect honorarium and sign out.

THANK YOU....THANK YOU....THANK YOU....THANK YOU...

(Seniors in high school, be sure to pick up your Community Service certificate.)

From,

Gai Jones, Pre Festival Judge coordinator

Christine Kolb, Judge Coordinators

Marcia Barryte, Host School Theatre Educator

David Dingman, DTASC president

If you find that you cannot judge, no need to call. We will have to find a replacement once we realize that you could not attend. Thanks.

DRAMA TEACHERS ASSOCIATION OF SOUTHERN CALIFORNIA(DTASC)

invites you to act as a judge at its

April 2009 SHAKESPEARE THEATRE FESTIVAL.

On the festival date, you
can judge either half-day(AM 8AM-1PM)
and/or full sessions (AM and PM 8AM-6PM).

Saturday, April 25, A/B/C divisions, grades 6-12
at Reseda High School 18230 Kittridge Ave. Reseda, CA 91335
(closest freeways 101 and 405)

Competition will be held in both Shakespearean and Classical
Acting categories & Technical presentations.

You must complete #1, 2, 3, 4, 5. (if 21 or older, check #6)
below to RSVP affirmatively to gaijones@ix.netcom.com by April 15, 2009.

Each judge will receive a modest stipend and
a complimentary lunch as tokens of our appreciation.

Judges who have graduated from high school may judge A/B divisions.

Judges must be 21 years of age or older to judge C division.

Check our web site www.dtasc.org for information about DTASC.

Respond by E-mail to Gai Jones, E-mail: gaijones@ix.netcom.com

(Subject Line "DTASC Judges")

I will retrieve DTASC messages from my Earthlink Suspect E-mail file daily.

Please respond by E-mail no later than April 15, 2009.

You'll receive confirmation and information by E-mail.

1. Name _____

2. E-mail _____

3. Phone number (used only if E-mail is not received.) (_____)

*I am a qualified theatre festival judge and will write Share Sheets with constructive comments for
young, Theatre students, their teachers, and parents to read.

I will judge during the following date and time/s:

Sat. April 25 at Reseda High, in Reseda

4. (Check one) _____ morning 8AM-1 PM or _____ both AM/PM 8AM-6PM

I feel qualified to judge Acting or Technical categories for Shakespearean/classical plays.

5. (Mark either _____ Acting or _____ Technical.

(Please mark one; unless you are qualified to judge both acting and technical)

6. **If you are 21 or older, you have a choice of divisions. (Mark 1 or more.)**

I want to judge Division A(grades 6-8) _____

I want to judge Division B (grades 8-9) _____

I want to judge Division C (grades 9-12) _____

Respond no later than April 15, to gaijones@ix.netcom.com.

**Once you respond affirmatively, you are scheduled to judge and will receive
a confirmation e-note. One week before the festival date, I will send more
judging instructions.**

JUDGE

JUDGE

JUDGE

JUDGE

JUDGE

JUDGE

JUDGE

JUDGE

DTASC JUDGES CHECK IN

NAME	JUDGE NUMBER	EVENT/ROOM NUMBER			CHECKOUT		
		ROUND 1	ROUND 2	SEMI FINAL	FINAL	PAID	SCHOLARSHIP
	001						
	002						
	003						
	004						
	005						
	006						
	007						
	008						
	009						
	010						

Judges Matrix.pdf contains 15
consecutively numbered pages.