

CISL Meet 3  
TIME: 9  
Room 102 Round 1  
Contestant Code A  
Name John Doe

# STORYTELLING

LIMIT: 5-8 minutes

## INTRODUCTION (Adequately prepares the audience for the story)

- Sets the time, place, mood and intended audience
- Gives the title and author of the piece

no author

I don't like this story.

## DELIVERY (Used appropriate techniques to enhance the effectiveness of the selection)

- Vocal expression is appropriate to a young audience
- Speaker makes effective use of eye contact and facial expression
- Speaker makes effective use of gestures and bodily action
- Speaker's variety in pitch, rate, volume and tone contributes to the persuasiveness of the speech
- Movement was creatively planned and executed
- Movement was clear and motivated

Can't hear you.

NO PROPS.

## CHARACTERIZATION (Are clearly performed to support the meaning of the story)

- Characters are visually distinct
- Characters are audibly distinct

Bunny was bad.

## INTERPRETATION (Performed in a way that brings the story to life)

- Performer understood and communicated the mood and ideas of the story

Do you even know what this story is about?

<b>POOR</b>	<b>BELOW AVERAGE</b>	<b>GOOD</b>	<b>EXCELLENT</b>	<b>OUTSTANDING</b>
1-8	9-14	15-19	20-22	23-25

TOTALS AFTER 2 ROUNDS Red Ribbon: 40-45 Blue Ribbon: 46-50
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Judge Code D

Score 8

Judge Name Teddy Westside

Time/Criteria Violations (-2) -2 (time violation)

Final Score 6

Ranking 4