CISL Meet 3	STORYTEI	LLING		
TIME: 9 Room 102 Round 1 Contestant Code A Name John Doe			LIMIT: 5-8 minutes	
INTRODUCTION (Adequately • Sets the time, place, mood and intend • Gives the title and author of the piece	ed audience You had grea started! I don't	t energy When you t think that I caught		
Cute beginning. I like the way you had the kids "sit down"	say it and giv	the author of the piece. Make sure you say it and give everyone time to hear it.		
DELIVERY (Used appropriate to a your vocal expression is appropriate to a your speaker makes effective use of eye consequence of the speaker makes effective use of gesture of the speaker's variety in pitch, rate, volume of the speaker of the spea	young audience ontact and facial expression res and bodily action ne and tone contributes to the persu	you got a little quie We can hear you a	tion) It in the middle. Make sure Ill the way through	
Athought it was cute, props aren't allowed.  Maybe next time mimic the bunny instead of using the stuffed one.		This is a really fun story, maybe adding in some more movement and actions would help bring it to life.		
CHARACTERIZATION (Are clearly performed to support the meaning of the story)  • Characters are visually distinct  • Characters are audibly distinct  • Characters are audibly distinct  Your wizard was great! Very clear and distinct. Make sure all your characters are as strong. The Rabbit & the dragon sometimes seemed little same character.				
		Good job keeping the energy up!		
INTERPRETATION (Performer • Performer understood and communic				
This is a fun story, but don't By skimming over those parts,	be afraid to let it get sad. We loose the meaning of the	story.		
POOR BELOW AVERAGE 1-8 9-14		OUTSTANDING 23-25	TOTALS AFTER 2 ROUNDS Red Ribbon: 40-45 Blue Ribbon: 46-50	
Judge Code D		Score <u>19</u>		
Judge Name <u>Teddy Westside</u> Time/Criteria Violations (-2) <u>-2 (time violation)</u>				
-		Final Score		
		Ranking	4	