

PUPPETS

1. Be sure to write down the correct team, the room that you are in and the correct color (where applicable). Please make sure all writing is legible.
2. Make sure to be fair and leave enough room to score the next team higher or lower.
3. Be sure to check the penalties, if any.
4. Make sure you rank the team with the highest score as 1. The second highest score should be 2. Please rank all of the teams that you are scoring. (i.e. If you have 8 participants, rank them 1-8)

Puppet Theater Evaluation

Room _____ Grade _____ Team Color _____

NOTE: To be fair to all participants, score the first at a point where the others can be scored higher or lower.

Items to Be Judged	Points	Puppet Teams							
		A	B	C	D	E	F	G	H
Creativity									
<i>Original ideas/script</i>	10								
<i>Costumes and use of stage area</i>	10								
<i>Based on Convention Theme (clearly linked to theme)</i>	10								
<i>Biblical Message</i>	10								
Animation									
<i>Movement of puppet mouth meshed with dialogue</i>	10								
<i>Positioning of puppets – don't sink or rise</i>	10								
<i>Entrance and exit of puppets done smoothly</i>	5								
Sound Quality (Puppets heard/understood)	10								
Special Effects (Posters, sounds, tapes)	5								
Teamwork (Working together from set-up to tear-down)	10								
Overall Effectiveness (Appeal, Impression, Biblical message)	10								
Subtotal	100								
Penalties									
<i>Per 30 seconds over 12 minute total</i>	-2								
<i>Per 30 seconds under 5 minutes for skit</i>	-2								
<i>Identification of home congregation</i>	-20								
<i>Per judge if stage is not left as found</i>	-2								
<i>Risqué or inappropriate language or inappropriate humor</i>	-10								
<i>Excessive special effects that take away from message</i>	-10								
Grand Total Ranking*	100								

*Ranking: After scoring all entries, indicate their ranking based on your scoring. The highest score will be 1, the next will be 2, etc.

The coordinator will use these rankings to determine the award winners.

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Puppet Theater Evaluation

Room Hanover Grade 2nd Team Color Blue

NOTE: To be fair to all participants, score the first at a point where the others can be scored higher or lower.

Items to Be Judged	Points	Puppet Teams							
		A	B	C	D	E	F	G	H
Creativity									
<i>Original ideas/script</i>	10								
<i>Costumes and use of stage area</i>	10								
<i>Based on Convention Theme (clearly linked to theme)</i>	10								
<i>Biblical Message</i>	10								
Animation									
<i>Movement of puppet mouth meshed with dialogue</i>	10								
<i>Positioning of puppets – don't sink or rise</i>	10								
<i>Entrance and exit of puppets done smoothly</i>	5								
Sound Quality (Puppets heard/understood)	10								
Special Effects (Posters, sounds, tapes)	5								
Teamwork (Working together from set-up to tear-down)	10								
Overall Effectiveness (Appeal, Impression, Biblical message)	10								
Subtotal	100								
Penalties									
<i>Per 30 seconds over 12 minute total</i>	-2								
<i>Per 30 seconds under 5 minutes for skit</i>	-2								
<i>Identification of home congregation</i>	-20								
<i>Per judge if stage is not left as found</i>	-2								
<i>Risqué or inappropriate language or inappropriate humor</i>	-10								
<i>Excessive special effects that take away from message</i>	-10								
Grand Total Ranking*	100								

*Ranking: After scoring all entries, indicate their ranking based on your scoring. The highest score will be 1, the next will be 2, etc.

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Puppet Theater Evaluation

Room Hanover Grade 2nd Team Color Blue

NOTE: To be fair to all participants, score the first at a point where the others can be scored higher or lower.

Items to Be Judged	Points	Puppet Teams							
		A	B	C	D	E	F	G	H
Creativity									
<i>Original ideas/script</i>	10	9							
<i>Costumes and use of stage area</i>	10	7							
<i>Based on Convention Theme (clearly linked to theme)</i>	10	8							
<i>Biblical Message</i>	10	5							
Animation									
<i>Movement of puppet mouth meshed with dialogue</i>	10	6							
<i>Positioning of puppets – don't sink or rise</i>	10	9							
<i>Entrance and exit of puppets done smoothly</i>	5	5							
Sound Quality (Puppets heard/understood)	10	7							
Special Effects (Posters, sounds, tapes)	5	2							
Teamwork (Working together from set-up to tear-down)	10	6							
Overall Effectiveness (Appeal, Impression, Biblical message)	10	7							
Subtotal	100	68							
Penalties									
<i>Per 30 seconds over 12 minute total</i>	-2	-2							
<i>Per 30 seconds under 5 minutes for skit</i>	-2								
<i>Identification of home congregation</i>	-20								
<i>Per judge if stage is not left as found</i>	-2								
<i>Risque or inappropriate language or inappropriate humor</i>	-10								
<i>Excessive special effects that take away from message</i>	-10								
Grand Total Ranking*	100	66							

*Ranking: After scoring all entries, indicate their ranking based on your scoring. The highest score will be 1, the next will be 2, etc.

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Puppet Theater Evaluation

Room Hanover Grade 2nd Team Color Blue

NOTE: To be fair to all participants, score the first at a point where the others can be scored higher or lower.

Items to Be Judged	Points	Puppet Teams							
		A	B	C	D	E	F	G	H
Creativity									
<i>Original ideas/script</i>	10	9	8	8	7	8	6	9	10
<i>Costumes and use of stage area</i>	10	7	7	8	5	8	5	10	9
<i>Based on Convention Theme (clearly linked to theme)</i>	10	8	9	8	7	5	9	10	10
<i>Biblical Message</i>	10	5	7	8	7	5	9	9	10
Animation									
<i>Movement of puppet mouth meshed with dialogue</i>	10	6	7	8	6	7	6	10	10
<i>Positioning of puppets – don't sink or rise</i>	10	9	7	8	6	7	6	10	10
<i>Entrance and exit of puppets done smoothly</i>	5	5	5	5	5	5	5	5	5
Sound Quality (Puppets heard/understood)	10	7	7	8	5	6	6	10	10
Special Effects (Posters, sounds, tapes)	5	2	2	5	4	5	5	5	5
Teamwork (Working together from set-up to tear-down)	10	6	6	8	5	6	7	10	10
Overall Effectiveness (Appeal, Impression, Biblical message)	10	7	8	8	7	6	4	10	10
Subtotal	100	68	73	82	64	68	68	98	99
Penalties									
<i>Per 30 seconds over 12 minute total</i>	-2	-2							
<i>Per 30 seconds under 5 minutes for skit</i>	-2								
<i>Identification of home congregation</i>	-20						-20		
<i>Per judge if stage is not left as found</i>	-2					-6			
<i>Risque or inappropriate language or inappropriate humor</i>	-10								
<i>Excessive special effects that take away from message</i>	-10								
Grand Total Ranking*	100	66	73	82	64	62	48	98	99

*Ranking: After scoring all entries, indicate their ranking based on your scoring. The highest score will be 1, the next will be 2, etc.

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Puppet Theater Evaluation

Room Hanover Grade 2nd Team Color Blue

NOTE: To be fair to all participants, score the first at a point where the others can be scored higher or lower.

Items to Be Judged	Points	Puppet Teams							
		A	B	C	D	E	F	G	H
Creativity									
<i>Original ideas/script</i>	10	9	8	8	7	8	6	9	10
<i>Costumes and use of stage area</i>	10	7	7	8	5	8	5	10	9
<i>Based on Convention Theme (clearly linked to theme)</i>	10	8	9	8	7	5	9	10	10
<i>Biblical Message</i>	10	5	7	8	7	5	9	9	10
Animation									
<i>Movement of puppet mouth meshed with dialogue</i>	10	6	7	8	6	7	6	10	10
<i>Positioning of puppets – don't sink or rise</i>	10	9	7	8	6	7	6	10	10
<i>Entrance and exit of puppets done smoothly</i>	5	5	5	5	5	5	5	5	5
Sound Quality (Puppets heard/understood)	10	7	7	8	5	6	6	10	10
Special Effects (Posters, sounds, tapes)	5	2	2	5	4	5	5	5	5
Teamwork (Working together from set-up to tear-down)	10	6	6	8	5	6	7	10	10
Overall Effectiveness (Appeal, Impression, Biblical message)	10	7	8	8	7	6	4	10	10
Subtotal	100	68	73	82	64	68	68	98	99
Penalties									
<i>Per 30 seconds over 12 minute total</i>	-2	-2							
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<i>Identification of home congregation</i>	-20						-20		
<i>Per judge if stage is not left as found</i>	-2					-6			
<i>Risqué or inappropriate language or inappropriate humor</i>	-10								
<i>Excessive special effects that take away from message</i>	-10								
Grand Total Ranking*	100	66 5	73 4	82 3	64 6	62 7	48 8	98 2	99 1

*Ranking: After scoring all entries, indicate their ranking based on your scoring. The highest score will be 1, the next will be 2, etc.

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