

LIVE CHRISTIAN DRAMA
2011 Heart of America
Leadership Training for Christ
“More than Conquerors”
Romans & James

		Event Coordinator's award:			
		Gold	Silver	Bronze	
	Gold	Silver	Bronze		
Script Content	<input type="checkbox"/> Original and well written, interesting script <input type="checkbox"/> Believable dialog <input type="checkbox"/> Clear characters	<input type="checkbox"/> Not all of the script was interesting and held the audience attention <input type="checkbox"/> Dialog believable at times <input type="checkbox"/> Partial character development	<input type="checkbox"/> Not interesting, did not hold audience attention <input type="checkbox"/> Dialog not believable <input type="checkbox"/> Characters not developed		
Message	<input type="checkbox"/> The main content of the drama was related to this year's theme.	<input type="checkbox"/> A reference was made to this year's theme.	<input type="checkbox"/> This year's theme could not be determined from the drama.		
Acting	<input type="checkbox"/> Connected with audience using eye contact <input type="checkbox"/> Pronounced and projected the spoken word effectively <input type="checkbox"/> All lines were memorized and delivered <input type="checkbox"/> Emotion was delivered using voice and gesture <input type="checkbox"/> Movement on stage enhanced story <input type="checkbox"/> Pacing seemed natural, not too fast or slow	<input type="checkbox"/> Inconsistent eye connection with audience <input type="checkbox"/> Spoken word was pronounced and projected unevenly <input type="checkbox"/> A few lines are missed <input type="checkbox"/> Inconsistent delivery of emotion using voice and gesture <input type="checkbox"/> Movement on stage does not enhance story <input type="checkbox"/> Pacing did not seem natural	<input type="checkbox"/> Little or no eye connection with audience <input type="checkbox"/> Hard to hear and understand the spoken word <input type="checkbox"/> More than a few lines were missed <input type="checkbox"/> Little or no delivery of emotion using voice and gesture <input type="checkbox"/> Movement on stage distracted from story <input type="checkbox"/> Pacing distracted from story		
Visuals	<input type="checkbox"/> Props provided were appropriate and enhanced story. <input type="checkbox"/> Props provided were used appropriately <input type="checkbox"/> Sets enhanced story <input type="checkbox"/> Costumes enhanced characterization <input type="checkbox"/> Sound effects/background sound enhanced story <input type="checkbox"/> Visuals and sound effects were used safely	<input type="checkbox"/> Props provided did not enhance story. <input type="checkbox"/> Sets did not enhance story <input type="checkbox"/> Costumes provided did not enhance characterization <input type="checkbox"/> Sound effects/background sound did not enhance story	<input type="checkbox"/> Props distracted from story. <input type="checkbox"/> Props were not used appropriately, perhaps due to lack of planning or rehearsal <input type="checkbox"/> Sets distracted from story <input type="checkbox"/> Costumes distracted from story <input type="checkbox"/> Sound effects/background sound distracted from story <input type="checkbox"/> Visuals and sound effects were not used safely		
Sound					
Time Limit	<input type="checkbox"/> The drama was a minimum of 5 minutes, with total elapsed time of less than 8 minutes.	<input type="checkbox"/>	<input type="checkbox"/> The drama was less than 5 minutes, or the elapsed time was more than 8 minutes.		
Overall Effectiveness	<input type="checkbox"/> The drama was interesting and entertaining. I would like to hear another drama presented by this group.	<input type="checkbox"/> The drama was somewhat interesting and entertaining. I would listen to another drama presented by this group.	<input type="checkbox"/> The drama was not interesting or entertaining.		
Judge's comments:					
Please help us improve this rubric each year by submitting Feedback on the website within 30 days of the end of the convention.		Judge's award: <i>(Circle One)</i>	Gold	Silver	Bronze