

# PUPPETS

## PURPOSE:

To encourage the presentation of biblical stories through the use of puppets.

## PROCESS:

Each participating congregation will:

- Select appropriate puppet script to be presented live, related to the current year's LTC theme
- Determine that participants are performing in no more than two puppet teams, though not in the same session.
- Locate and arrive at the Staging Area 15 minutes before the event. *The Staging Area is shared space. No modifications shall be made to the area by individual congregations. The Staging Area shall be cleared of team items after the performance has concluded.*
- Send team coach to notify the Event Coordinator that the team is present.
- Complete all General Event Rules (p 19) and Convention Event Rules (p 69).

The Judge will:

- Complete all Convention Event Rules (p 69).

The Ambassador will:

- Escort the teams from the staging area to the event rooms
- Announce the teams for the judges and audience.
- Complete all Convention Event Rules (p 69).

The Event Coordinator will:

- Complete all General Event Rules (p 19) and Convention Event Rules (p 69).

**TEAM EVENT – Print out the Team Event Participation List from the on-line registration system and turn in when the team checks in at the event. Do not mail in with registration.**

## RULES:

1. Each team will have 10 minutes to set up, perform and exit the stage area. In grades 3-6 the play will be at least three minutes in length and in grades 7-12 the play will be at least four minutes in length.
2. Each team will enter with props and puppets from room door after they are announced. The time will begin at that time. Time will stop when all puppeteers have cleared the stage.
3. Adults may help in set-up and take down of props. Adults will be clear of the stage area during the performance.
4. Each play will be presented live. Tapes recording of the special effects are allowed, but no tape recording of dialogue will be allowed.
5. The puppet teams may use no electrical plugs; all tape players and lights need to be run by battery. For safety and judging reasons, the room will not be dimmed or blacked out.
6. The performance stage that HOALTC provides is placed on the drama platform (18 feet wide by 8 feet deep), has a front wall that is 12 feet wide and 4 feet tall, and a back wall that is 12 feet wide and 6 feet tall. There is 3 feet between the front and back wall; the walls may be connected by a pipe that angles between and connects the top ends of each wall. The stage 'wall' consists of black drape material. There

is a link to a diagram on [www.hoaltc.org](http://www.hoaltc.org) , the convention events page. If you have not seen an HOALTC Puppet event before, please be sure to talk to someone who has been a puppet coach in the past, and get pictures of the setup.

7. All forms of puppetry are acceptable, i.e. marionettes, karaoke, etc.

<b>PUPPETS</b> <b>2010 Heart of America</b> <b>Leadership Training for Christ</b> <b>“The Rock”</b> <b>2 Samuel</b>		Event Coordinator's award:			
		Gold	Silver	Bronze	
	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>		
<b>Script Content</b>	<input type="checkbox"/> Original and well written, interesting script. <input type="checkbox"/> Believable dialog <input type="checkbox"/> Clear characters	<input type="checkbox"/> The script was somewhat interesting and sometimes held the attention of the audience. <input type="checkbox"/> Dialog believable at times <input type="checkbox"/> Partial character development	<input type="checkbox"/> The script was not interesting, did not hold audience attention. <input type="checkbox"/> Dialog not believable <input type="checkbox"/> Characters not developed		
<b>Message</b>	<input type="checkbox"/> The main content of the script 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 script.		
<b>Acting</b>	<input type="checkbox"/> Spoken words always in sync with puppet's mouth motion <input type="checkbox"/> Pronounced and projected the spoken word effectively <input type="checkbox"/> Emotion was delivered using voice and gesture <input type="checkbox"/> Pacing seemed natural, not too fast or slow	<input type="checkbox"/> Spoken words sometimes in sync with puppet's mouth motion <input type="checkbox"/> Spoken word was pronounced and projected unevenly <input type="checkbox"/> Inconsistent delivery of emotion using voice and gesture <input type="checkbox"/> Pacing somewhat seemed natural	<input type="checkbox"/> Spoken words hardly ever in sync with puppet's mouth motion <input type="checkbox"/> Hard to hear and understand spoken word <input type="checkbox"/> Little or no delivery of emotion using voice and gesture <input type="checkbox"/> Pacing distracted from story		
<b>Visuals</b>	<input type="checkbox"/> Props provided were appropriate and enhanced story <input type="checkbox"/> Sets enhanced story <input type="checkbox"/> The puppets and their costumes enhanced characterization.	<input type="checkbox"/> Props provided did not enhance story <input type="checkbox"/> Sets did not enhance story <input type="checkbox"/> The puppets and their costumes did not enhance characterization	<input type="checkbox"/> Props distracted from story or were not used appropriately <input type="checkbox"/> Sets distracted from story <input type="checkbox"/> The puppets and their costumes distracted from story		
<b>Sound</b>	<input type="checkbox"/> Sound effects/background sound enhanced story <input type="checkbox"/> Visuals and sound effects were used safely	<input type="checkbox"/> Sound effects/background sound did not enhance story	<input type="checkbox"/> Sound effects/background sound distracted from story <input type="checkbox"/> Visuals and sound effects were not used safely		
<b>Puppetry</b>	<input type="checkbox"/> Puppets were consistently life-like in their movements and actions. <input type="checkbox"/> Puppets <u>interacted</u> with each other and <u>did not sink</u> while on stage.	<input type="checkbox"/> Puppets were sometimes life-like in their movements and actions. <input type="checkbox"/> Puppets had some <u>interaction</u> with each other and sometimes <u>sank</u> while on stage	<input type="checkbox"/> Puppets were not very life-like in their movements and actions. <input type="checkbox"/> Puppets had little <u>interaction</u> with each other and often <u>sank</u> while on stage		
<b>Time Limit</b>	<input type="checkbox"/> The play was a minimum of 3 minutes (3-6) or 4 minutes (7-12), with total elapsed time including setup and exit of 10 minutes or less.		<input type="checkbox"/> The play was not a minimum of 3 minutes (3-6) or 4 minutes (7-12), or the total elapsed time including setup and exit was 10 minutes or less.		
<b>Teamwork</b>	<input type="checkbox"/> The team had cooperative interaction from set up to take down.		<input type="checkbox"/> The team did not have cooperative interaction from set up to take down.		
<b>Overall Effectiveness</b>	<input type="checkbox"/> The presentation was interesting and entertaining. I would like to hear another presentation by this group.	<input type="checkbox"/> The presentation was somewhat interesting and entertaining. I would listen to another presentation by this group.	<input type="checkbox"/> The presentation was not interesting or entertaining.		
<b>Judge's comments:</b>					
Please help us improve this rubric each year by submitting Feedback on the website within 30 days of the end of the convention.		<b>Judge's award:</b> <i>(Circle One)</i>	<b>Gold</b>	<b>Silver</b>	<b>Bronze</b>