



Puppet Skit Judging Form

Team # _____ Team Name _____

Church Name _____ Festival Location _____

Title of Presentation _____

1. Entrances & Exits _____ 5 6 7 8 9 10

2. Height & Positioning _____ 5 6 7 8 9 10

3. Lip Synchronization _____ 5 6 7 8 9 10

4. Focus _____ 5 6 7 8 9 10

5. Rod Arm Technique _____ 5 6 7 8 9 10

6. Characterization _____ 5 6 7 8 9 10

7. Props & Scenery/
Costuming _____ 5 6 7 8 9 10

8. Staging & Blocking/
Stage Presence _____ 5 6 7 8 9 10

9. Timing _____ 5 6 7 8 9 10

10. Content/Message _____ 5 6 7 8 9 10

Bonus Points _____ 1 2 3 4 5

Penalty Points _____ -1 -2 -3 -4 -5

Judge's Name _____ Total Score _____

Judge's Comments _____

Scoring Legend
5- Not Observed
6- Below Average
7- Average
8- Above Average
9- Very Good
10- Excellent



Puppet Skit Category Descriptions

1. Entrances and Exits
Do the puppets demonstrate proper technique while entering and exiting?
2. Height and Positioning
Are the puppet(s) at belly button height? Are the puppet(s) consistent with their height?
3. Lip Synchronization/Lip Control
Do the puppet(s) demonstrate proper lip synchronization? Do they open their bottom jaw one time per syllable? Is it smooth and accurate?
4. Focus
Puppet(s) should demonstrate proper eye contact toward characters on stage as well as good eye contact with the audience.
5. Rod Arm/Figure Manipulation
Puppet(s) should demonstrate good use of rod arms or human arms.
6. Characterization
This category refers to the quality and consistency of the character's voice and personality.
7. Props & Scenery/Costuming
Puppeteers should demonstrate effective use of props, signs, and scenery to help communicate the message of the piece.
8. Staging/Stage Presence
This category refers to how well the performer(s) utilize all areas of the stage.
9. Timing
This category refers to the flow of the performance. Did the piece flow smoothly from the beginning to the conclusion? Were there uneasy breaks in the dialog or performance?
10. Content/Message
Was the message of the piece clearly portrayed throughout the performance? Was the message clear and easy for the audience to follow?

Bonus Points may be awarded for originality of materials, special effects, audience appeal, or overall excellence of the presentation.

Penalty Points will be deducted for each thirty seconds of "overtime" beyond the time limit. The time limit is five minutes for the Creative Ministries Competition. Three minutes are allowed for setup and two minutes for tear down, and one penalty point will be assessed for each minute of delay.



Clowning & Mime Judging Form

Team # _____ Team Name _____

Church Name _____ Festival Location _____

Title of Presentation _____ Clowning Mime

1. Entrances & Exits _____ 5 6 7 8 9 10

2. Poise _____ 5 6 7 8 9 10

3. Facial Expression _____ 5 6 7 8 9 10

4. Focus _____ 5 6 7 8 9 10

5. Costuming/Makeup _____ 5 6 7 8 9 10

6. Characterization _____ 5 6 7 8 9 10

7. Props & Illusions _____ 5 6 7 8 9 10

8. Staging _____ 5 6 7 8 9 10

9. Timing _____ 5 6 7 8 9 10

10. Content/Message _____ 5 6 7 8 9 10

Bonus Points _____ 1 2 3 4 5

Penalty Points _____ -1 -2 -3 -4 -5

Judge's Name _____ Total Score _____

Judge's Comments _____

Scoring Legend
5- Not Observed
6- Below Average
7- Average
8- Above Average
9- Very Good
10- Excellent



Clowning & Mime Category Descriptions

1. Entrances and Exits
Watch how the performer(s) enter and begin the piece, and watch how they exit once the piece is over. Do the performer(s) start and finish in character? Do the entrance and exit match the premise of the piece?
2. Poise
For mimes this category refers to their bodily movement. Was it precise and definite? Did the performer(s) demonstrate physical control of their body; no wasted movements? Did they take control of the stage? Did they move confidently and with purpose? Did they command the attention of the audience? For clowns this category refers to the use of body gestures to communicate the message of the skit and quality of their stage presence.
3. Facial Expression
This category refers to the effective use of facial expressions.
4. Focus
Performer(s) should demonstrate proper eye contact toward other characters on stage as well as good eye contact with the audience. Mimes must include believable focus toward imaginary objects or people in the performance.
5. Costuming/Makeup
Check the quality of the clown or mime's face and costume. Are they appealing, scary, poorly applied, or totally distracting?
6. Characterization
Performer(s) must demonstrate strong character interpretation, remaining true and consistent to the character they portray.
7. Props & Illusions
For clowns this category refers to the effective use of props to help communicate the message of the piece. For mimes this category refers to their use of imaginary objects. Were they clear and convincing?
8. Staging
How well did the performer(s) utilize all areas of the stage?
9. Timing
This category refers to the flow of the performance. Did the piece flow smoothly from the beginning to the conclusion? Were there uneasy breaks in dialog or movement? Did the piece contain rhythmical variety- fasts and slows, staccato and smooth movements, others?
10. Content/Message
Was the message of the piece clearly portrayed throughout the performance? Was the message clear and easy for the audience to follow?

Bonus Points may be awarded for originality of materials, special effects, audience appeal, or overall excellence of the presentation.

Penalty Points will be deducted for each thirty seconds of "overtime" beyond the time limit. The time limit is five minutes for the Creative Ministries Competition. Three minutes are allowed for setup and two minutes for tear down, and one penalty point will be assessed for each minute of delay.



Human Video & Stick Ministry Judging Form

Team # _____ Team Name _____

Church Name _____ Festival Location _____

Title of Presentation _____ Human Video Stick Ministry

1. Entrances & Exits _____ 5 6 7 8 9 10

2. Stage Presence _____ 5 6 7 8 9 10

3. Precision Movement _____ 5 6 7 8 9 10

4. Focus _____ 5 6 7 8 9 10

5. Characterization _____ 5 6 7 8 9 10

6. Choreography _____ 5 6 7 8 9 10

7. Costuming _____ 5 6 7 8 9 10

8. Staging & Blocking _____ 5 6 7 8 9 10

9. Timing _____ 5 6 7 8 9 10

10. Content/Message _____ 5 6 7 8 9 10

Bonus Points _____ 1 2 3 4 5

Penalty Points _____ -1 -2 -3 -4 -5

Judge's Name _____ Total Score _____

Judge's Comments _____

Scoring Legend
5- Not Observed
6- Below Average
7- Average
8- Above Average
9- Very Good
10- Excellent



Human Video & Stick Ministry Category Descriptions

1. **Entrances and Exits**
Watch how the performer(s) enter and begin the piece, and watch how they exit once the piece is over. Do stick ministry performers move in unison and with purpose? Is the human video action purposeful and convincing?
2. **Stage Presence**
Great stage presence consists of confidence, poise, posture, and energy. Did the performer(s) possess a captivating personality or charm?
3. **Precision Movement**
For human video this category refers to the quality of the acting. Were the moves fluid and natural? Were the actor(s) believable and convincing in their role? For stick ministry this category refers to how well the performer(s) move their rods.
4. **Focus**
Performer(s) should demonstrate proper eye contact toward other characters on stage as well as good eye contact with the audience. Performer(s) must include believable focus toward imaginary objects or people in the performance.
5. **Characterization**
Performer(s) must demonstrate strong character interpretation, remaining true and consistent to the character they portray.
6. **Choreography**
This category refers to planned movement. The movements should be smooth, with meaningful gestures and dramatic action that clearly portrays the message of the presentation.
7. **Costuming**
This category refers to the costuming of the team. Were the performer(s) uniform in their appearance? Look for small details. For performer(s) with special roles, this category refers to the effectiveness of their costume.
8. **Staging and Blocking**
How well did the performer(s) utilize all areas of the stage? This also refers to the positioning of performer(s) on the stage in order to facilitate the audience's view of the performance.
9. **Timing**
This category refers to the flow of the performance. Did the piece flow smoothly from the beginning to the conclusion? Were there uneasy breaks in dialog or movement? Did the performer(s) match the mood of the piece and are reactions placed accordingly?
10. **Content/Message**
Was the message of the piece clearly portrayed throughout the performance? Was the message clear and easy for the audience to follow?

Bonus Points may be awarded for originality of materials, special effects, audience appeal, or overall excellence of the presentation.

Penalty Points will be deducted for each thirty seconds of "overtime" beyond the time limit. The time limit is five minutes for the Creative Ministries Competition. Three minutes are allowed for setup and two minutes for tear down, and one penalty point will be assessed for each minute of delay.