

## 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.