

Hand 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) move in unison and with purpose (military precision) or do they move with no sense of uniformity?
- 2. Precision Movements**
Did the piece incorporate images/designs that “snap” into view? Were these movements precise and done on cue or did the performer(s) miss their cues, perform wrong movements, etc.
- 3. Fluid Movements**
Did the piece incorporate images/designs that “gently transform” from one image to another? Were the movements fluid and natural? Did the “transformation(s)” look smooth or did they look sloppy?
- 4. Characterization**
Did the images/designs clearly look like what they were intended to be? Did circles look like circles? Did letters look like the intended letter; were they relative in size?
- 5. Animation**
Did any of the images/designs incorporate movement or were they still? Did the movements clearly illustrate intent or were they sloppy/unintelligible? Did the water “flow”, the clock hands move, etc?
- 6. Visual Variety**
Did the performance progress in any fashion or did all of the characterizations, animations, and images/designs simply repeat themselves over and over?
- 7. Originality**
How original was the piece? Were the images/designs unique and creative? Was the piece distinctive and did it display original content? Was it portrayed in a unique manner? Did it stand out from other Hand Mime presentations that can be viewed online?
- 8. Staging and Blocking**
How well did the performer(s) utilize the areas of the stage? Were the images/designs localized in one, small area or did they utilize multiple areas of the stage? Were any of the images/designs obscured by performer(s)? Were lines of sight taken into account, can the images/designs be fully viewed from anywhere in the audience?
- 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 movement? Did the images/designs match the mood of the piece?
- 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.