

Puppet Skit & Ventriloquist Category Descriptions

1. **Entrances and Exits**
Do the puppets demonstrate proper technique while entering and exiting? Is the ventriloquist's partner "alive" when entering and still "alive" when exiting?
2. **Height and Positioning**
Are the puppet(s) at belly button height? Are the puppet(s) consistent with their height? For ventriloquists this category refers to their partner's posture. Are they leaning to one side or the other? Are they slouching? Does their posture look natural?
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? For ventriloquists this category **also** includes good lip control with natural facial expressions.
4. **Focus**
Puppet(s) and ventriloquist(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. For ventriloquists this category refers to the illusion of reality in regards to their figure manipulation.
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. For ventriloquists this category refers to the costuming and appearance of both the ventriloquist and their partner.
8. **Staging/Stage Presence**
For puppet skits this category refers to how well the performer(s) utilize all areas of the stage. For ventriloquists this category refers to the performer(s) stage presence.
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.