



## 327}-Puppets

**Purpose:** Encourage the presentation of Biblical stories through Puppets.

**Procedure:**• Select appropriate puppet script to be presented live, related to the current year's NZLTC theme. • Be certain that their puppet Teams are registered for puppets and only puppets for the given time period. • **Check in at the Puppet desk as soon as possible at the convention location.** • Determine that students are performing in no more than two puppet teams, though *not* in the same session. • Determine that each Congregation has registered no more than four Puppet Teams per group.

**2 Age Groups: 12Yrs Old & below 13Yrs Old & above**

### Rules:

1. A Congregation may register no more than four (4) Puppet Teams regardless of size.
2. Each Team will have 10 minutes to set up, perform and exit the stage area. Full credit will be awarded for completions within the time limit. **A penalty may be assessed for performances above this limit.**
3. Each Team will enter with props and puppets from room door **after** they are announced. The time shall begin at that time. Time will stop when all puppeteers have cleared the **stage**.
4. Adults may help in set-up and take down of props.
5. Each play shall be presented live. Recording of the special effects is allowed, but no recording of dialogue.
6. The Puppet Teams may use no electrical plugs; all players and lights need to be run by battery. There is to be no fireworks of any kind (smoke bombs, etc.).
7. Performance stage dimensions shall be four feet in height, twelve feet in width, and three feet deep. A stage will be provided. If another stage is to be used, the take down and set-up will be included in the ten-minute time limit. Diagrams of the stage will be available online at the NZLTC website: [www.nzltc.org](http://www.nzltc.org).
8. All forms of puppetry are acceptable, i.e. marionettes, karaoke, etc.
9. Each puppet skit needs to present or incorporate this year's NZLTC theme.

**Awards:** Ratings and awards of gold, silver, bronze or honorable mention will be given according to the judging criteria listed.

### Judging Criteria:

Possible →	Exemplary	Competent	Developing
Script Content	<input type="checkbox"/> Original & well written, interesting script. <input type="checkbox"/> Believable dialog. <input type="checkbox"/> Clear characters.	<input type="checkbox"/> Somewhat interesting, kind of held audience attention. <input type="checkbox"/> Kind of believable at times. <input type="checkbox"/> Partial character story.	<input type="checkbox"/> Not interesting, did not hold audience attention. <input type="checkbox"/> Dialog not believable. <input type="checkbox"/> Characters not developed.
Message	<input type="checkbox"/> Main content of script related to this year's theme.	<input type="checkbox"/> Passing Reference was made to this year's theme.	<input type="checkbox"/> This year's theme could not be determined from script.
Acting	<input type="checkbox"/> Emotion delivered using voices & gestures. <input type="checkbox"/> Words in sync with puppet's mouth motions.	<input type="checkbox"/> Inconsistent emotion with voice & gestures. <input type="checkbox"/> Words sometimes in sync with mouth motions.	<input type="checkbox"/> Little or No delivery using emotion in voice/gestures. <input type="checkbox"/> Hardly ever in sync with mouth motions.
Projection Vocals	<input type="checkbox"/> Pronounced & projected spoken words effectively. <input type="checkbox"/> Pacing seemed natural	<input type="checkbox"/> Unevenly pronounced & projected words sometimes. <input type="checkbox"/> Pacing kind of natural.	<input type="checkbox"/> Hard to understand words. <input type="checkbox"/> Pauses/pacing distracted from overall story.
Visuals	<input type="checkbox"/> Props were appropriate & enhanced story/script.	<input type="checkbox"/> Props did not enhance story/script.	<input type="checkbox"/> Props distracted or were not used.
Sound	<input type="checkbox"/> Sound effects/background sounds enhanced story/script. <input type="checkbox"/> Visuals/Sounds were used very effectively.	<input type="checkbox"/> Sound effects/background did not enhance story/script. <input type="checkbox"/> Visual/Sounds did not enhance story/script.	<input type="checkbox"/> Sound effects distracted from overall story/script. <input type="checkbox"/> Visuals/Sounds distracted from overall story/script.
Gestures	<input type="checkbox"/> Body movements and/or hand gestures enhanced skit.	<input type="checkbox"/> Body movements and/or hand gestures did not enhance.	<input type="checkbox"/> Body movements & hand gestures distracted from skit.
Puppetry	<input type="checkbox"/> Life-like movements, up & interacted with each other.	<input type="checkbox"/> Sometimes life-like actions & movements with each other.	<input type="checkbox"/> Not life-like, little interaction & often sank on stage.
Teamwork	<input type="checkbox"/> Cooperative from set up to take down.	<input type="checkbox"/> Not neatly attired or dressed.	<input type="checkbox"/> Attire/dress distracted.
Time Limit	<input type="checkbox"/> Within time limits 4 minutes minimum & 10 max.	<input type="checkbox"/> Within time limits 4 minutes minimum & 10 max.	<input type="checkbox"/> Skit too short/long Not 4 minutes minimum & 10 max.
Overall Effectiveness	<input type="checkbox"/> Very well done. Interesting & entertaining, would like to hear/see another presentation from this group.	<input type="checkbox"/> Somewhat interesting & entertaining. Might like another presentation from this group.	<input type="checkbox"/> Needs more practice time. <input type="checkbox"/> Not interesting or entertaining.