

# Puppets

## **PURPOSE:**

To encourage the presentation of Biblical stories or applications through the use of puppets.

Questions? Contact us and we'll connect you with the Event Coordinator.

## PROCESS

Each participating team will:

- 5 **bonus points** will be awarded to the overall score if the group has performed before an audience prior to convention (i.e. Nursing home, Boy/Girls club, School, Mission Trip, VBS, etc..). This does NOT include performing for your home congregation as a practice run.
- Select appropriate puppet script to be presented live.
- Be certain that participants in the puppet team(s) are registered for this event. (This also means "registered as teams".) This must be completed by the registration deadline. (The local church coordinator can help with this.)
- Church Coordinator will register the team in the online registration system.
- Be certain that at least one adult volunteer evaluator is provided if the congregation has any students participating in this event. (The church coordinator is responsible for this.)

The Event Coordinator will:

- Assume responsibility for the MWLTC Puppet Event.
- Be certain a performance schedule is made & posted.
- Be certain that stage and sound equipment for each puppet room is provided and set up.
- Provide adult volunteers to serve as "room emcee" for each event room.
- Conduct an evaluators meeting before the event.
- Report results & provide critique sheets to the Awards Committee

## GUIDELINES

Participant Eligibility

- There are two grade levels: Grades 3-6 & Grades 7-12 (determined by that of the **oldest** team member)
- A participant can register and participate on only one puppet team
- *Team Registration:* Registration is not complete until team rosters are created in the online registration system. Teams that are registered by the registration deadline will be guaranteed a time slot in the event schedule. Teams that have not created their team rosters in the registration system will not be guaranteed a time slot in the

schedule. (The event coordinator must have an accurate list of teams to create an accurate event schedule.)

#### Puppet Setup & Performance

- *Theme:* The puppet show (script) must be related to the current year's MWLTC theme.
- *Time start/stop:* Time starts when the team (or assisting adults) enters with props and puppets from room door after they are announced. Time stops when the stage is completely clear of all puppets, props, participants, and any assisting adults. Also, start and stop time for the actual performance will be kept.
- *Time limits:* Performance time (not incl. setup/tear-down) shall be at least 3 minutes for grades 3-6, & at least 4 minutes for grades 7-12. The entire time for setup, performance, & tear-down/exit shall not exceed 12 minutes.
- *Pre-Recorded Material:* Pre-recorded special effects are allowed. (Speaking parts must be live, not pre-recorded.)
- *Adult Assistance:* Adults may help setup & take down props. Adults shall be clear of stage area during performance. Adult voices may NOT be used during any part of the puppet performance (live or pre-recorded).
- *Forms of Puppetry:* All forms of puppetry are acceptable, i.e. marionettes, karaoke, etc.
- *Stage Description:* There are two performance levels on the puppet stage. The lower performance level is 4' 6" x 8' x 4' (HxWxD). The upper performance level is 6' x 8' x 3' (HxWxD). (The back of the stage is 7' 6" tall.) \*See Puppet Stage Diagram below. Please note: The lower level of the stage will not be lowered below 4' 6". Teams should provide their own stools, chairs, cushions, etc. if needed to accommodate their students. Risers will be available. These will be taken in or out of puppet stage by staff and will not count as part of the prep time for the teams.
- Due to growth in this event, MWLTC is **not** able to offer practice time with the actual puppet stage at convention.

#### Special Equipment:

- Electronic devices may be used, whether powered by battery or 110V "wall power". Adult coaches are responsible to ensure the safe use of such devices. Puppet teams must provide their own extension cords, power strips, etc. All equipment must be in good working order. Neither MWLTC nor the hotel will provide any of this equipment. No extra time will be given to allow for electrical setup. Fireworks of any kind (smoke bombs, etc.) are prohibited. Glitter should NOT be used in any way, as it is against hotel policy.

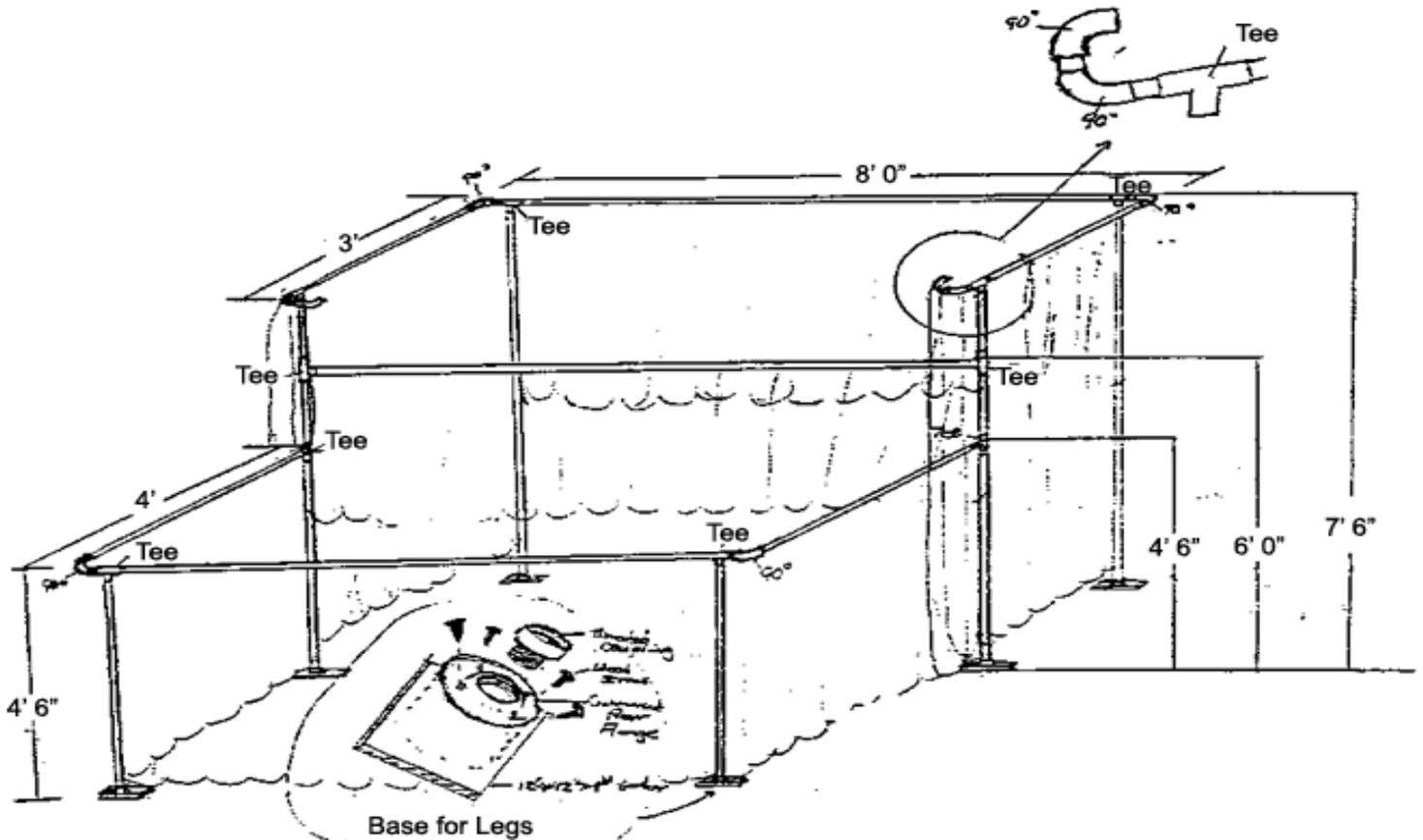
#### AWARDS

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<b>Grade Level 3-6</b>	Gold = 93 to 100	Silver = 83 to 92	Bronze = 73 to 82	Participant = 72 & less
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EVALUATION CRITERIA: (Below Puppet Stage Diagram)

\*Puppet Stage Diagram



NOTES:

Curtains used should not be sheer enough to see through. Use a thick cloth. Insure that the curtains sufficiently cover the entire stage. See suggested lengths. The middle legs of the stage wil not line up with the other two because of the offset from the 90 degree elbow.

It is best not to make props exactly the width or height of the stage. Some stages may vary slightly. Make props with hangers large enough to go over a 1 1/2" pipe and thick curtain.

# Puppets (pg 1)

## Instructions for Evaluators:

1. Place bar code label or write student info.
2. Assign score for each criteria & calculate total.
3. Write additional comments.

↓ Place Label Here ↓	Team Name:	↑ Place Label Here ↑	<b>EVENT COORD:</b>
	Grade Level (circle one): 3-6      7-12		
	Cong:		<b>FINAL AWARD</b>

## Sound

Score: \_\_\_\_/10

- 9-10: All puppets' voices projected well and were easily heard by the audience.
- 8-9: Most puppets' voices projected well and were easily heard by the audience.
- 7-8: Some puppets' voices projected well and were easily heard by the audience.
- 0-7: Few puppets' voices projected well and were easily heard by the audience.

## Speech Clarity / Lip-Sync

Score: \_\_\_\_/15

- 14-15: All puppets were easily understood & mouth movements (if movable) were in sync with words being said.
- 13-14: Most puppets were easily understood & mouth movements (if movable) were in sync with words being said.
- 11-13: Puppets were easily understood, but mouth movements (if movable) were not in sync with words being said.
- 0-11: Puppets were not easily understood, & mouth movements (if movable) were not in sync with words being said.

## Animation / Mannerisms

Score: \_\_\_\_/10

- 9-10: All puppets were life-like in their appearance, actions, and mannerisms, making them believable characters.
- 8-9: Most puppets were life-like in their appearance, actions, & mannerisms, making them believable characters.
- 7-8: Puppets were life-like in appearance, but some of their actions and mannerisms were not well executed.
- 0-7: Puppets' actions and mannerisms were careless and inappropriate for the character.

## Puppets' Appearance

Score: \_\_\_\_/5

- 5: All puppets were costumed appropriately for their character. Puppets were well cared for.
- 4: Most puppets were costumed appropriately for their character. Puppets were well cared for.
- 3-4: Some puppets were costumed appropriately for their character. Puppets were well cared for.
- 0-3: Puppets were not costumed appropriately for the character they represented.

## Character Roles

Score: \_\_\_\_/5

- 5: All puppets fulfilled the character role that they were to portray in the play. Character was believable.
- 4: Most puppets fulfilled the character role that they were to portray in the play. Most were believable.
- 3-4: Some puppets fulfilled the character role that they were to portray in the play.
- 0-3: There were puppets present with no obvious role to play in the play.

## Stage Interaction

Score: \_\_\_\_/5

- 5: All puppets interacted with each other naturally and were held up at the appropriate level.
- 4: Most puppets interacted with each other naturally and were held up at the appropriate level.
- 3-4: Puppets interacted with each other naturally, but dropped below an appropriate level at times.
- 0-3: Puppets interactions seemed stilted, with little or no natural interaction. Puppets dropped in level frequently.

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**Page 1 Subtotal Score: \_\_\_\_/50**  
(Add the scores for criteria above)

# Puppets (pg 2)

## Bible Story / Modern Day Application

Score: \_\_\_\_/15

14-15: The play was scripturally accurate (either reenacting a Bible story, using scriptural references, or a modern day application of a Bible story) in all aspects. The play tied directly to this year's theme.

13-14: Several references to scripture or biblical characters were mentioned. The play tied to this year's theme.

11-13: The play was loosely based on scripture. The play tied in slightly with this year's theme.

0-11: Little or no reference was made to scripture or biblical characters. There was no obvious connection to this year's theme.

## Special Effects

Score: \_\_\_\_/10

9-10: Special effects were used effectively and added greatly to the effect on the audience.

8-9: Special effects were used which added to the effect on the audience.

7-8: Special effects used, but had little effect of the audience.

0-7: No special effects were used.

## Teamwork

Score: \_\_\_\_/15

14-15: Entire puppet team worked cooperatively setting up, performing, & taking down. It was evident that this was a team effort.

13-14: Most of the team worked cooperatively setting up, performing, & taking down. It was evident that this was a team effort.

11-13: Some of the puppet team worked cooperatively setting up, performing, and taking down.

0-11: Few of the puppet team members worked to set up, perform, and take down.

## Effect on Audience

Score: \_\_\_\_/10

9-10: Audience visibly affected by the drama as evidenced by frequent laughter, applause, tears, or vocal response.

8-9: Audience affected by the drama as evidenced by occasional laughter, applause, tears, or vocal response.

7-8: Audience affected by the drama as evidenced by minimal laughter, applause, tears, or vocal response.

0-7: Audience not affected by the drama as evidenced by lack of laughter, applause, tears, or vocal response.

## PENALTIES & BONUSES (check any that apply):

\_\_\_ Deduct 5 pts for each 30 seconds (or fraction thereof) that the performance goes shorter than minimum performance time (3-6 grade: 3 min. / 7-12 grade: 4 min.)

\_\_\_ Deduct 5 points for each 30 seconds (or fraction thereof) that the time for setup, performance, tear-down, and exit is longer than 12 minutes.

\_\_\_ Add 5 points if team has performed before an audience, pre-convention (see rules)

Page 2 Subtotal: \_\_\_\_/50

Page 1 Subtotal: \_\_\_\_/50

Total Score: \_\_\_\_\_

3rd-6th grd: 0-72; 73-82; 83-92; 93-100

7th-12th grd: 0-74; 75-84; 85-94; 95-100

Total Time: \_\_\_\_\_

## Evaluator's Comments:

