

# 2016 Drama

## State Drama Representation

1. No more than the top 1/3, or any fraction thereof, of the entries that complete all rounds of an event at district drama will advance to State provided each qualifier received an excellent or superior rating.
2. State qualifiers shall be determined by a cumulative two or three-round ranking and rating. If a tie exists in the last qualifying position, both entries may advance.
3. Honest Effort: If a participant does not finish all rounds at District, he/she may be included in the count that determines the number of state qualifiers, provided the tournament manager determines that the non-finish was due to emergency circumstances beyond the student's control.

## District-to-state Representation

1-3 = 1 qualifier	13-15 = 5 qualifiers
4-6 = 2 qualifiers	16-18 = 6 qualifiers
7-9 = 3 qualifiers	19-21 = 7 qualifiers
10-12 = 4 qualifiers	22-24 = 8 qualifiers

## Alternates

1. Alternates shall be determined at the district tournament. Each district may designate two official alternates for each event, provided they received a superior or excellent rating at the district tournament.
2. If a qualifying entry cannot attend State, an official district alternate will be entered, but will not receive redraw rights.
3. Alternates will not be entered if the number of district qualifiers exceeds allowed representation due to ties in the last qualifying position.
4. Drops shall be reported to the IHSAA and changed on the "Joy of Tournaments" website by noon on the Wednesday preceding State. Drops reported after that time will result in a fine being levied against the school (see speech arts general regulations).
5. Alternates replacing late drops will be entered up to the start of the first round at State. First choice will be the alternates from the district reporting the drop. If that alternate is not available, another will be randomly drawn from a pool of available district alternates, first from the #1 alternates' pool and then from the #2 alternates' pool.
6. Schools choosing to bring official district alternates to the state tournament must register them upon arrival at the tournament site.

## Entry Limitations – District & State

1. At district and state tournaments, students may enter a maximum of three events as follows:
  - a. two acting and one technical theatre event, or
  - b. two technical theatre and one acting event
2. Students may enter an event only once.
3. At district tournaments, schools may enter a maximum of four entries per event.
4. At district tournaments, schools may enter a maximum of eight entries in any combination of tech categories.

## State Drama Tournament Rounds / Sectioning

1. Acting events shall have two or three preliminary rounds with one judge. Three judges are used in semifinal & final rounds.
2. Technical Theatre events shall have one preliminary round with two or three judges. The final round uses three judges.
3. The number of preliminary rounds sections will depend on the total number of entries. Sectioning priorities will be followed to the extent possible:
  - a. Entries will be randomly placed into sections of 5-8.
  - b. Entries will not be in the same section as teammates.
  - c. Entries will compete against different entries each round.
  - d. Performance order should rotate each round.

## Use of Materials

1. Material presented shall be appropriate for competition and public performance by high school students. A signed Principal's Approval Form must be submitted to both district and state managers to verify the principal's approval of all material presented by his/her students.
2. Materials and/or presentations may not be altered significantly from round to round or from district to state.
3. Contestants may not use any material that they have competitively performed at any previous years' competition.
4. Plagiarism is prohibited. Plagiarism shall be defined as, "The practice of taking someone else's work, performance, or ideas and passing them off as one's own."
5. Contestants must produce scripts and/or source materials upon request from tournament management.

## Grounds for Disqualification at District and State

The following are grounds for disqualification from an event:

1. One or more rounds of "no show"
2. Violation of "Use of Materials Rules" above
3. Violation of the weapons rule
4. Use of properties in pantomime
5. Any outside assistance in any event

Note: Judges do not disqualify competitors. Violations shall be reported to tournament manager for appropriate action. Any other rule violation shall be considered a "minor violation" and shall result in dropping one rank.

## Timing Regulations

1. Timing violations in preliminary rounds will result in being dropped one rank. There are no "grace periods".
2. Timing penalties are not given in semifinals and finals.

## Evaluation Scores

Entries receive two scores from each judge:

Rank - Entries shall be evaluated against one another and ranked 1, 2, 3, 4, 4, 4, etc. There can be only one first, one second, and one third. All other entries shall be ranked fourth

Rate - Entries shall also be evaluated against a standard of performance and rated as Superior, Excellent, Average, or Below Average according to performance quality. Any rating may be awarded to more than one entry. "Below average" will not be used at State Drama. "6" will be the lowest rate given in semifinals or finals at State.

## Rating Scale

<u>Superior</u>	<u>Excellent</u>	<u>Average</u>	<u>Below Ave.</u>
10 9	8 7	6 5	4

## **Determining Advancement at State Drama**

1. Semi-Finals (Acting Events)
  - a. The top 16 entries from preliminary rounds will be selected by rank totals (14-16 to accommodate ties).
  - b. Two semi-final sections will be set by dividing the power based on preliminary rounds rank totals, and then rating totals as needed.
2. Finals
  - a. (Acting Events) The top four speakers in each semi-final section will advance to the final round. Selection will be based on: 1) rank totals, 2) rating totals, 3) judge preference in the semifinal round (#2, #3 in case of ties).
  - b. (Technical Events) The top 8 (7-9 to accommodate ties) entries from preliminary rounds will advance to the final round. Selection will be based on: 1) rank totals, 2) rating totals, 3) judge preference in the preliminary round (#2, #3 in case of ties). Tech entries that advance to finals will be awarded both semifinal and final points.
  - c. Final round results will be based on: 1) rank totals, 2) rating totals, 3) judge preference in the final round, 4) semifinal rank totals, 5) semifinal rate totals, 6) preliminary rounds rank totals, 7) preliminary rounds rate totals (#2 through #7, will be used in case of ties).

## **Determining Team Champions**

1. Team winners are determined by event finish. Points listed are the maximum possible.

1 <sup>st</sup> place	5 points	finalist	2 points
2 <sup>nd</sup> place	4 points	semifinalist	1 point
3 <sup>rd</sup> place	3 points		
2. A tie for team placement will be broken by: a) number of entries breaking to finals; b) most first place finishers

## **ACTING EVENTS**

Humorous Solo	Serious Solo	Musical Theatre
Humorous Ensemble	Serious Ensemble	Pantomime
Humorous Original	Serious Original	Solo Audition
Musical Theatre Solo		

## **General Rules-Acting Events**

1. Makeup, costumes, and props are optional and shall not be part of the evaluation. Props are not allowed in pantomime.
2. Ensembles are composed of two to five actors.
3. Time limits include set-up, intro, performance and strike.
4. Competitors shall receive no outside assistance once the round has started.
5. Presentations may not contain more than 25% singing, *except* the Musical Theatre category.
6. Props as Weapons
  - a. The use of real weapons is prohibited.
  - b. Props that represent weapons must be made out of unpainted, undecorated wood, foam or cardboard and must not have moving parts, sharp points or sharp edges.
7. Discharge of any type of dispersing machine or pyrotechnic device (i.e., fog machine, flash pot) is prohibited. Violation of this rule will result in immediate disqualification. Airbrush equipment and aerosols may be used during the makeup process under the supervision of the assigned proctor.

8. The performance will be staged for  $\frac{3}{4}$  arena or proscenium with the acting area not larger than 15 feet by 15 feet.
9. Recording of a competitor's performance in any format, photographs or video, during the rounds is strictly prohibited.

## **Ensemble Acting - Humorous / Serious**

Time Limits: 12 min. max

1. Scenes must be from a published, non-published, or copyrighted script\* not written by a high school student. Recordings or videos shall not be used as the primary source. \*Script shall refer to plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.
2. The emphasis shall be on acting and direction rather than on technical aspects (lighting, makeup, stage setting, etc.).

## **Ensemble Acting - Musical Theatre**

Time Limit: 12 min. max

1. Scenes must be from a published, non-published, or copyrighted script\* not written by a high school student. Recordings or videos shall not be used as the primary source. \*Script shall refer to plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.
2. The emphasis shall be on acting, singing and movement rather than on technical aspects (lighting, makeup, stage setting, etc.) and may include dialogue.
3. Students may perform *a cappella*, or will provide recorded instrumental accompaniment without lead or backup vocals. Actual musical instruments are not allowed.
4. Students will provide their own sound equipment.
5. Song(s) must be from a single published musical script.
6. Scenes will include acting, singing, movement and may include dialogue.

## **Solo Acting - Musical Theatre**

Time Limit: 2-8 min.

1. Scenes must be from a published, non-published, or copyrighted script\* not written by a high school student. Recordings or videos shall not be used as the primary source. \*Script shall refer to plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.
2. The emphasis shall be on acting, singing and movement rather than on technical aspects (lighting, makeup, stage setting, etc.) and may include dialogue.
3. The student may perform *a cappella*, or will provide recorded instrumental accompaniment without lead or backup vocals. Actual musical instruments are not allowed.
4. The student will provide their own sound equipment.
5. Song(s) must be from a single published musical script.
6. Scenes will include acting, singing, movement and may include dialogue.

## **Solo Acting - Humorous / Serious**

Time Limit: 2-8 min.

1. Scenes must be from a published, non-published, or copyrighted script\* not written by a high school student. Recordings or videos shall not be used as the primary source. \*Script shall refer to plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.

2. The student may act the part of one or more characters.

### **Original Acting - Humorous / Serious**

Time Limits: 12 min. max - ensembles; 2-8 min. - solos

1. Original Acting selections must be written by a student or students, although not necessarily by the student(s) who are performing them.
2. The student(s) may act the part of one or more characters.
3. Ad-libbing and/or improvisation are not permitted.
4. Adaptations and paraphrases are not considered original.

### **Pantomime**

Time Limits: 4-6 min. - ensemble; 2-5 min. - solo

1. Props are not allowed in pantomime. Intentional use of clothes as a prop must not be part of the presentation.
2. Pantomime may include sound effects and/or instrumental music.
3. Production of intentional human vocal sound and/or mouthing of words is not permitted. The penalty for violation of this rule is dropping one rank.
4. One chair per person is permitted, and must not be used as a hand prop.
5. A printed title of the presentation must be used only to introduce the piece. Contestants entry code must be displayed on the printed title of the presentation.
6. Story-telling and stylized mime are both acceptable.
7. Pantomime scripts do not have to be original. Storylines and music/sound effects may be inspired by any source, including video sources.

### **Solo Audition**

Time Limits: 5 min. max

1. The contestant acts the part of a character in each of two contrasting pieces. Choices may include serious v humorous; modern v classical; contrasting characters, etc.
2. Scenes or cuttings must be from a published source. Recordings or videos shall not be the primary source. Script shall refer to plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.

## **TECHNICAL THEATRE EVENTS**

Technical Theatre is composed of four categories in which contestant displays support the action on the stage.

### **General Rules - Technical Theatre**

1. All technical entries must fit into a 10'x10'x10' area and must be able to fit through a standard double door.
2. A maximum of two (2) student-contestants may design and present a single technical entry. One (1) additional student model may be used to model a costume design, makeup design, or property. The model may not speak in the presentation, and must be asked to move (in order to model the design) by the student-contestants.
3. Contestants shall be available for interviews during the judging period and must be prepared to answer questions from the judges. Only the judges may ask questions.
4. The contestant's presentation shall not exceed 8 minutes. Total time for each entry (including judges' questions) shall not exceed 15 minutes.
5. Contestants must provide a summary (at least one paragraph in length) of the script and the student's intentions in preparing the entry. The summary may be displayed or handed to the judge. The summary shall include: a) the

intended mood; b) the general style of production, theatrical period; or type of stage; c) title of the script for which the entry was produced.

6. The contestant's entry code must be displayed.
7. Props as Weapons
  - a. The use of real weapons is prohibited.
  - b. Props that represent weapons must be made out of unpainted, undecorated wood, foam or cardboard that has no moving parts or sharp points or sharp edges.
8. Discharge of any type of dispersing machine or pyrotechnic device (i.e., fog machine, flash pot) is prohibited. Violation of this rule will result in immediate disqualification. Airbrush equipment and aerosols may be used during the makeup process under the supervision of the assigned proctor.
9. Recording of a competitor's performance in any format, photographs or video, during the rounds is strictly prohibited.
10. Script shall refer to plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.

### **Technical Theatre Events**

1. **Scene Design:** Hand or computer-generated renderings and/or models for one script with a floor plan, or light plots, or examples of special staging effects.
2. **Costume Design:** A set of hand or computer-generated renderings (including material swatches for three characters of a script and one finished costume for one of those characters. Makeup may not be included as part of a costume.
3. **Makeup:** Hand or computer-generated renderings and/or photographs of three characters from a script and one actual completed makeup (done at the tournament) of one of those characters.
  - a. Makeup must be applied at the tournament by the student-contestant in a designated public location. The makeup area will be available three hours prior to the start of the makeup round.
  - b. Application of makeup must be completed by the start of the round. Makeup may be applied to all parts of the body except the torso, defined as the area from the armpits to length of fingertips on the model's thighs. The torso must be covered in clothing that is not see-through or flesh-toned.
  - c. Hair shall be included in the makeup.
4. **Properties:** A complete property plot and one or more actual student-contestant constructed properties of a produced / non-produced script. Note: Types of properties categories may include: a. stage furniture; b. set dressing; c. hand props; d. personal props; e. visual effects.