

RULES FOR ALL CONVENTION EVENTS

1. In a team event a participant may move up to a higher grade division, but an older participant may not move down to a lower grade division. Each team in each event will participate at the grade division of the highest grade member. All team events will consist of more than one person.
2. All participants in all Convention Events must be registered with the Convention on or before the Registration Deadline.
3. A participant may be in only one (1) individual **OR** team event during a given time period. **No allowance shall be made for anyone not observing this rule.**
4. Each individual award winner and each member of a winning team will receive an engraved plate for his/her participant's plaque.
5. Judge's score sheets and Awards will be placed in congregational packets to be picked up by the Church Coordinator at the end of the convention.
6. Church Coordinators will have until two weeks after the convention to apply for awards, corrections or updates. Any awards needed after this deadline will have to be secured by the Church Coordinator from a local business.
7. A list of Convention Coordinators and addresses will be available on the CTLTC website (<http://www.ctltc.net/>).

PUPPET RULES

PURPOSE: To encourage the presentation of Biblical stories through the use of puppets.

PROCESS: Each participating group shall:

- Read and follow Rules for All Convention Events.
- Select appropriate puppet script to be presented live, related to the current year's CTLTC theme
- Register team by grade division
- Be certain that their puppet teams are registered for puppets and only puppets for the given time period. No one will be allowed to participate in an event if they have a conflict with another event
- Check in at the puppet competition table during registration
- Determine that participants are performing in only one puppet team in the same session (time period). (Students may move up in grade division, but they may not move down)
- Determine that his/her congregation has registered no more than one puppet team for every five registered puppeteers in each grade division. There will be a limit of six (6) teams from any congregation per grade division. (Example: If you have 11 puppeteers in 3-6 grade you can have as few as one team or as many as three teams in 3-6 grade division. If you also have 9 puppeteers in the 10-12 grade you can have as few as one team but the most you could have is two teams entered in the 10-12 grade division.) *This change was made to allow large congregations enough teams while not overloading the system with small teams.*

The Event Director shall:

- Assign each team to the grade division of the highest grade member
- Assign each team a specific performance time
- Provide stage for each puppet room
- Report results to the Awards Committee
- Provide a critique sheet for each team

RULES:

1. Each team will have 10 minutes to set up, perform and exit the stage area. Time will begin when the team enters the room. In grades 3-6 the *play* shall be at least four (4) minutes in length and in grades 7-12 the *play* shall be at least five (5) minutes in length. Time will end when the team has cleared the stage.
2. 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.
3. Adults may help in set-up and take down of props. Adults shall be clear of the stage area during the performance.
4. Each play shall be presented live. Tape recording of the special effects are allowed, but no tape recording of dialogue will be allowed. No electrical plugs may be used by the puppet teams; all tape players and lights need to be run by battery.
5. There will be no microphones provided or allowed, puppeteers will be judged on their own merit.

6. Performance stage dimensions shall be four (4) feet in height in the front, and four (4) feet deep, twelve (12) feet in width and the back shall be seventy (70) inches in height. 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 made available by sending a self addressed stamped envelope to the Director. Chairs will not be provided behind the stage.
7. All forms of puppetry are acceptable, i.e. marionettes, karaoke, etc.
8. There are three grade divisions in this event:
Grades 3-6, 7-9, 10-12

AWARDS:

Ratings and awards will be given to those who score 75 points or better.

Gold -- 95-100 points, Silver -- 85-94 points, Bronze -- 75-84 points

Awards will be given to all team members, based on each team's rating.

JUDGING CRITERIA:

Professional (40 pts)

- ___ (5 pts) **Sound** - Voices must project well.
- ___ (15 pts) **Speech Clarity/Lip-Sync** - Words must be pronounced clearly and be in sync with the puppet's mouth motion.
- ___ (10 pts) **Animation/Mannerisms** - Movement must create life-like appearance.
- ___ (10 pts) **Teamwork** - The members of the team must have cooperative interaction with each other from set-up to take down.

Appearance (30 pts)

- ___ (5 pts) **Costumes** - Costumes should be appropriate for the characters being portrayed.
- ___ (5 pts) **Special Effects** - Attention is given to stage props, musical tapes, background noise, etc. Adult voices may not be used. The dialogue of the play must be performed live.
- ___ (15 pts) **Effect on Audience** - Attention will be given to the impression upon the audience and how well they respond.
- ___ (5 pts) **Total Time** - Total time used for set-up, performance, and take down shall be ten minutes. A one point deduction will be given for every 30 seconds, or fraction thereof, beyond the minimum performance time and the ten-minute total production time.

Story / Application (30 pts)

- ___ (10 pts) **Character Roles** - Puppets must fulfill the character roles they portray in the play.
- ___ (10 pts) **Stage Interaction** - Puppets must appear to interact with one another and must not sink while on stage.
- ___ (10 pts) **Bible Story/Modern Day Application** - The play should be scripturally accurate. If it is a modern day application, it must use a biblical story or scriptural reference.
- ___ (100 pts) **TOTAL**