

Puppets 2009

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

Process:

- Select appropriate puppet script to be presented live, related to the current year's LTC theme.
- Submit one judge or room monitor per registered puppet team to event coordinator prior to the convention.
- Register team by grade level by February March 6, 2009.
- 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 (Students may participate in a higher age division but not in one below their grade level).
- Determine that each congregation has registered no more than four puppet teams per age group.

Rules:

1. A congregation may register no more than three (3) puppet teams per grade level, regardless of size category.
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. Adults shall be clear of the stage area during the performance.
5. Each play shall be presented live. Tape recording of the special effects is allowed, but no tape recording of dialogue will be allowed.
6. The puppet teams may use no electrical plugs; all tape 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 NTLTC website: www.nlttc.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 theme.
10. There are five grade levels in this event: Grades 3-4, 5-6, 7-8, 9-10, 11-12.
11. The 5-6 grade level will have two size categories: Small (up to 5 members) and Large (6 + members)

Awards:

Awards will be given to all team members, based on each team's rating. Ratings and awards of gold, silver, bronze or honorable mention will be given according to the judging criteria listed.

Judging Criteria:

- **Sound** - Voices must project well.
- **Speech Clarity/Lip-Sync** - Words must be pronounced clearly and be in sync with the puppet's mouth motion.
- **Animation/Mannerisms** - Puppet movement and actions (their life-like appearance).
- **Puppets' Appearance** - Costumes should be appropriate for the characters being portrayed.
- **Use of Theme** - Use of this year's theme.
- **Stage Interaction** - Puppets must appear to interact with one another and must not sink while on stage.
- **Bible Story/Modern Day Application** - The play must be accurate to the Bible. If it is a modern day application, it must use a biblical story or Scripture reference.
- **Creativity** - Props, effects, humor, style, noise, and any extras that add to the skit.
- **Teamwork** – Team members must have cooperative interaction with each other from set-up to take down.
- **Effect on Audience** - Attention will be given to the impression upon the audience and how well they respond.

Rules for all Convention Events

1. In a team event a participant may move up to an older level, but an older participant may not move down to a younger level. Each team in each event will participate at the grade level of the highest graded member.
2. A participant may be in only one individual or team event during a given time period.