



MASTER BALLOT DRAMATIC INTERPRETATION

Round Number: _____ (1,2,3,SF,F) Section: _____ Room Number: _____

Judge Name: _____ Affiliation: _____
Please **Print** Name and Affiliation

Please review the judging considerations on the reverse side of this form.

Code	Name	Rank (No ties)	Rating

Judge Signature: _____



DRAMATIC INTERPRETATION



Definition & General Rules:

The contestant shall take not less than 5 nor more than 10 minutes, to present from memory a dramatic reading from a published source. The contestant may not be assisted by anyone; costumes or props (including desks and chairs) are not allowed; lights may not be manipulated for dramatic effect. Singing and crying are permitted.

Judging Considerations: (The National Forensic League - MODIFIED)

The art of interpretation is to be regarded as recreating the characters in the story presented and making them seem living and real to the audience. Presentation shall be from memory and without the use of physical objects or costume.

A selection for interpretation must be a cutting from a single literary work: one novel, or one short story, or one play, or one or more poems. Monologues are acceptable. During the presentation, the contestant must name the author and the book or magazine from which the cutting was made. Adaptation may be for the purpose of continuity only. The selection should be judged for its appropriateness as contest material and its suitability to the particular contestant using it.

This is a contest in interpretation. The contestants should be evaluated on poise, quality and use of voice, inflections, emphasis, pronunciation, enunciation, physical expression, and especially the ability to interpret characters correctly and consistently. Narrative, if included, should be vivid and animated so as to be an interesting and integral part of the story rather than just "filler" between portions of dialogue.

The final test of good interpretation is the ability to use all these factors so successfully and unobtrusively that the hearer forgets that this is a contest and in a created atmosphere is carried away to the time and place of the story being unfolded.

Time constraints:

5-10 minutes with a 30 second grace period. Penalties for "excessive" over-undertime are at the discretion of the judge.