

## INDIVIDUAL EVENTS

### Time Instructions

- I. Judges are also responsible for ensuring all time requirements are adhered to during events that have time requirements for competition purposes. These time requirements should be strictly adhered to, and judges should penalize students by lowering of the ranks when students exceed the prescribed time limits.
- II. At the exact time the event is scheduled to begin, call the speaker listed. Hold to this schedule as closely as possible.
- III. If the participant is not present when called, wait three minutes. If the individual is not found, proceed to the next participant **at his/her scheduled time**. If the missing participant shows up at any time after the three minute interval has elapsed, have the individual report to the tournament headquarters located in the **Plaster Student Union – Room 313**. NOTE: Unless tardiness is due to an emergency, the round in which the late arrival occurred will be forfeited. The Ranking of Contestant Form should rank this person last and place LA(late arrival) beside his/her name.
- IV. No one should be permitted to enter a room while a performance is being given. Traffic should remain unhampered between speakers. The performance room door should be closed prior to the speaker beginning.
- V. **Immediately after the close of each of the rounds** of competition the judge will turn-in the ballots to the Ballot Manager located in the Headquarters Room (**Plaster Student Union – Room 313**).
- VI. Each judge(school coach/director) will pick up the blank ballots prior to the start of each round. **Ballots for each round will be returned by the judge to the Ballot Manager at Plaster Student Union – Room 313 immediately following each round.**
- VII. Time limits for all events are indicated below and include not only the performance but also any introductory material that the performer is obliged to offer.

#### **Specific:**

##### ***Dramatic Interpretation***

- A. Introduce the speaker and the title of his/her selection.
- B. Keep time for the speaker. Speakers are allowed not more than **ten minutes**. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

##### ***Duet Acting***

- A. Introduce the performers and the title of their selection.
- B. Keep time for the performers. They are allowed not more than **ten minutes**. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

##### ***Duo Interpretation***

- A. Introduce the performers and the title of their selection.
- B. Keep time for the performers. They are allowed not more than **ten minutes**. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

##### ***Humorous Interpretation***

- A. Introduce the speaker and the title of his/her selection.
- B. Keep time for the speaker. Speakers are allowed not more than **ten minutes**. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

##### ***International Extemporaneous Speaking & US Extemporaneous Speaking***

- A. Introduce the speaker, announce the topic, and present to the Judge the speaker's topic slip which the individual will have when he/she appears to speak.
- B. Keep the time for the speaker. Speakers are allowed not more than **seven minutes**. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

**Original Oratory**

- A. Introduce the speaker and announce his/her topic.
- B. Keep the time for the speaker. Speakers are allowed not more than ten minutes. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

**Poetry Reading**

- A. Introduce the reader and the title of his/her selection.
- B. Keep the time for the reader. Readers are allowed not more than eight minutes. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

**Prose Reading**

- A. Introduce the reader and the title of his/her selection.
- B. Keep the time for the reader. Readers are allowed not more than eight minutes. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

**Radio Speaking**

- A. You must call the speaker to the radio studio.
- B. See that the "engineer" has the speaker's name.
- D. Inform the student that he/she will take cues from the control room. (finals)
- E. Time is essential; the speaker shall speak for five minutes.
- F. Keep the speaker posted as to the time he/she has remaining by showing the four and one half minute card after thirty seconds, four minute card after one minute, etc. As time is expiring show 30 seconds, 20 seconds, 10 seconds and count down by hand from 10 to 0.

**Storytelling**

- A. Introduce the speaker and the title of his/her selection.
- B. Keep the time for the speaker. Speakers are allowed not more than eight minutes. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.

**Informative Speaking**

- A. Introduce the speaker and the title of his/her selection.
- B. Keep time for the speaker. Speakers are allowed not more than ten minutes. Keep a record of the time, but do not interrupt the speaker if he/she should go overtime.