

# RULES &

- Solo Musical Theater Dance is one student, Duet Musical Theater Dance is two performers and group musical theater dance includes three to sixteen performers.
- Sound system will be provided.
- The dance must present clear character development.
- Songs must be from a published musical.
- Performers must use prerecorded music. Singing may be on the recording for dance.
- The performance can not exceed five minutes.
- Time will start once the performers start or when the music starts after concluding the slate.
- If time is exceeded, entry will be disqualified.
- This is a dance category. **No singing will be done.**
- No lip syncing is allowed in this competition.
- Up to sixteen chairs and one table can be used and will be provided.
- Props are not permitted in the competition.
- All entrants must wear all black, or dark clothing.

Troupes may enter fifteen (15) IEs in ANY combination, however each student can only enter one National Qualifying event.

## SKILLS MEASURED

### Clear character development

Demonstrates understanding of importance of clear character development in musical theatre dance

#### Selection

Demonstrates strong material selection specific to the performer

### Technique

Demonstrates proper technique fitting the style of the musical and/or musical

#### **Overall Presentation**

Performance demonstrates strong commitment to the selection.



Theatre I. 1A, I.1C, I.1D, I.1E, I.1I, I.2A, I.2C, I.2D, I.2E, I.4A, I.5B Theatre II. 1A, II.1B, II.1C, II.1G, II.2A, II.2B, II.2C, II.2D, II.2E, II.4A, II.5A, II.5B **Theatre III.** 1A, III.1B, III.1C, III.2B, III.2B, III.2B, III.2D, III.3B, III.3D, III.3E, III.4A, III.5A, III.5B Theatre IV. 1A, IV.1B, IV.1C, IV.1G, IV.2A, IV.2B, IV.2C, IV.2D, IV.3B, IV.3C, IV.3D, IV.4A, IV.5A, IV.5B, IV.5C, IV.5H

#### PREPARE YOUR SLATE

4 (Superior)	3 (Excellent)	<b>2</b> (Good)	1 (Fair)
solo/duet/group dance from		written by/ mus	sic/lyrics/composed by
"Hello, I am	and I am from troupe $\#$ _	and I/we wi	ll be presenting a
I ILLI AILL I OOK OLA IL			

RANSITION

Clear articulation of name and selection; **intuitive transition** into characters, **distinctive final moment and transition** out of character into ext.

Clear articulation of name and selection; **recognizable transition** into characters, final moment into exit.

Moderately clear articulation of name and selection; **transition** into characters and/or final moment **may or may not be present.** 

Unclear articulation of name and selection; transition into characters and/or final moment are not evident.

CHARACTERIZATION

Character is **consistently** emotionally and physically believable; **committed choices prompt intuitive reaction** to real or implied partner(s).

Character is **frequently** emotionally and physically believable; **committed choices and tactics prompt identifiable reaction** to real or implied partner(s).

Character is **infrequently** emotionally and physically believable; **choices prompt some reactions** to real or implied partner(s).

Character is **rarely** emotionally and physically believable; **choices and tactics**, are **not evident**.

ECHNIQUE

Consistently poised and confident with precise rhythm and pacing with mastery of balance, flexibility, range of motion, body positioning and use of space. Movement illuminates the score.

Demonstrates confident movement with appropriate pace and rhythm with competent control of balance, flexibility, range of motion, body positioning and use of space. Movement follows the score.

Demonstrates some appropriate pace and rhythm with partial control of balance, flexibility, range of motion, body positioning and use of space. Movement mostly aligns with the score.

Infrequently uses appropraite pitch and rhythm with limited control of balance, flexibility, range of motion, body positioning and use of space. Movement is frequently misaligned with the score.

(PRESSIO)

Truthfully communicates and embodies a nuanced believable character through physical expression.

Consistently portrays a believable character through physical expression.

**Inconsistently portrays a believable** character through physical expression.

Rarely portrays a believable character through physical expression.

MOVEMENT & PHYSICALITY

Gestures and facial expressions consistently communicate appropriate character emotions and meaning; blocking and movement/dance are varied, purposeful, and enhance the story.

Gestures and facial expressions frequently communicate appropriate character emotions and meaning; blocking and movement/dance are varied, purposeful, and support the story.

Gestures and facial expressions infrequently communicate appropriate character emotions and their meanings; blocking and movement/dance are mostly align with the story.

Gestures and facial expressions are **limited** and fail to communicate suitable character emotions or meaning; blocking and movement/dance seems misaligned with the story.

Concentration and commitment to moment-to-moment choices are sustained throughout. All elements of performance work together seamlessly to create a nuanced believable character/relationship that tells a story.

Concentration and commitment to moment-to-moment choices are **mostly sustained**. Elements of performance work together to **create a believable character/relationship** that tells a story.

Concentration and commitment to moment-to-moment choices are inconsistently sustained. Elements of performance occasionally work together to create a believable character/relationship that tells a story.

Concentration and commitment to moment-to-moment choices are limited or absent. Elements of performance rarely work together to create a believable character/relationship that tells a story.

RATINGS

4 - Superior
(Score of 24-21)

3 - Excellent
(Score of 20-15)

**2 - Good** (Score of 14-9)

**1 - Fair**(Score of 8-6)