Puppets

PURPOSE:

To encourage the presentation of biblical stories through the use of puppets.

GUIDELINES:

1. Each team will have 10 minutes to set up, perform and exit the stage area. In grades 3-6 the play shall be at least three minutes in length. In grades 7-12 the play shall be at least four minutes in length.
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. Though permissible, no chairs or benches are provided on stage for participants.
4. Adults may help in set-up and take down of props, but be clear of the stage area during the performance.
5. Each play shall be presented live; recording of special effects is allowed, but not dialogue.
6. No electrical plugs may be used by the puppet teams; all tape players and lights need to be run by battery. For safety and judging reasons, the room cannot and will not be dimmed or blacked out.
7. Performance stages are provided by GPLTC; dimensions are provided on the **GPLTC website** or by clicking **here**. Diagrams of the stage will be made available by sending a self-addressed stamped envelope to the coordinator.
8. All forms of puppetry are acceptable, i.e. marionettes, etc.
9. There are three grade levels in this event: 3 - 6, 7 - 9, 10 – 12.
10. There is a limit to the number of teams that a congregation may have in any one grade level. Congregations with 0 to 5 participants in a grade level may have 1 team; 6 to 10 participants, up to 2 teams; and 11 or more participants, up to 3 teams. A congregation may have fewer teams if they wish. The largest number of teams allowed per grade level is three.

AWARDS: There are three ratings available in each grade level – Gold, Silver, and Bronze.

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 such as walking on/off stage are life-like.
- **Puppets' Appearance** - Costumes should be appropriate for the characters being portrayed.
- **Character Roles** - Puppets must fulfill the character roles they portray in the play.
- **Stage Interaction** - Puppets must appear to interact with one another and must not sink while on stage.
- **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. In either case the play should be relevant to this year's theme.
- **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.
- **Teamwork** - The members of the team must have cooperative interaction from set-up to take down.
- **Effect on Audience** - Attention will be given to the impression upon the audience and how well they respond.
- **Total Time** - Total time used for set-up, performance, and take down shall be ten minutes. Penalties will be given for falling short of the minimum performance time or exceeding the ten-minute total production time.

COACHES:

- Select appropriate puppet script to be presented live, related to the current year's LTC theme.

- Communicate to their church coordinator the number of teams (see the limits above), and grade level of those groups. Report team members to the church coordinator.
- Be certain that their participants are registered for puppets and only puppets for the given 1½ hour time period. No one will be allowed to participate in an event if they have a conflict with another event.
- Verify that students are performing in no more than two puppet teams, and not in the same session. They may move up age wise to perform with a team, but they may not move down.
- Final additions or deletions of events must be edited on the registration website by the church coordinator on or before the Final Registration Deadline
- Print a team sheet from the registration website to turn in to the judges at the convention.

CHURCH COORDINATORS:

- Make certain that the student is correctly registered in this event.
- Verify that the coaches have accomplished their tasks and correctly reported their teams and number of teams.
- Create teams and modify any changes of those teams on the registration website on or before Final Registration Deadline.
- Obtain the team numbers for the coaches by printing the "Team Sheet Report" from the registration website, and give the appropriate team sheet(s) to the coaches.
- Verify that all teams are appropriately listed on the Event schedule prior to the convention (Usually mailed to church coordinators approximately 2 weeks before the convention).