

CREATIVE STORYTELLING  
BALLOT

Starting Time \_\_\_\_\_ Section \_\_\_\_\_  
Ending Time \_\_\_\_\_  
Round \_\_\_\_\_ Room \_\_\_\_\_ Total Time \_\_\_\_\_ Date \_\_\_\_\_ Judge \_\_\_\_\_  
Names \_\_\_\_\_ Code \_\_\_\_\_

**Note:** The student may use one chair.

CRITERIA

COMMENTS

**Atmosphere**

Did the student create the proper mood for the story? Does the student demonstrate understanding of character, setting, and situation?

**Use of Language**

Was the language used in keeping with the character and/or characters being portrayed? Was a conversational style used?

**Delivery**

Did the storyteller make use of rising action, climax and was the plot given in the outline resolved? Did the presentation reflect the speaker's ability to create and develop a story? Was bodily activity spontaneous? Was the development of character and/or characters consistent?

**Total Effectiveness**

The total impression of the story and the storyteller upon you, the critic.

CIRCLE THE NUMBER BELOW THAT  
INDICATES THE RATING OF THIS SPEAKER

TOTAL SCORE \_\_\_\_\_

RANK \_\_\_\_\_

50-49-48-47-46-45

44-43-42-41-40-39-38-37

36-35-34-33-32-31

DO NOT INFORM THE STUDENT OF HIS/HER RANK OR RATING.

CRITIC \_\_\_\_\_

**DO NOT GIVE STUDENTS ORAL CRITIQUES**

The best creative storytelling will utilize narration and characterization. The storytelling presentation shall be evaluated on the basis of effective speaking practices with emphasis on conversational style, spontaneous bodily activity, ability to develop character, and to resolve the outline plot. The presentation should reflect the speaker's ability to create and develop a story. No stage accessories may be used.

Acting is permissible in creative storytelling as characterization is essential in some types of stories. One chair may be used. It must be kept in mind that an effective story has exposition, rising action, climax and resolution. The event may be serious or humorous in nature. The story should be of such nature that the telling of it shall not exceed five minutes.

Two examples of creative storytelling topics:

Example (1)

Characters:	A fire-eating dragon
Setting:	Damp cave
Situation:	His fire has gone out

Example (2)

Characters:	Boy and nervous grandmother
Setting:	In the car
Situation:	Grandmother is late for club and critical of boy's driving.

### PROCEDURES:

1. Schedules of drawing and speaking times, preparation room assignments are furnished to the students. Speakers are required to follow the assigned schedule of speaking order.
2. Fifteen minutes prior to speaking, each student shall draw three story outlines. Each contestant shall immediately choose one of the three outlines drawn and return the two unused outlines. Preparation will begin for the selection from the story outline chosen. A student cannot leave the preparation room until time to speak, nor can the student receive help from a coach or any other student. No reference material or notes will be allowed during the preparation time. A scratch pad may be used to put down ideas for the presentation.
3. At the time designated on the schedule, the speaker will be at the assigned speaking room. Before speaking, the student will give the critic the slip with the outline of the story chosen to present. No note cards or outlines may be used during presentation.
4. Time limits of presentation will be not less than three minutes and not more than five minutes. Visible signs will be used to time the event. There will be a 15 second grace period at the end of five minutes. The critic will "stop" overtime presentations at the end of the grace period. If using a stop watch indicate the total time in the appropriate space on each ballot. If using a clock or watch indicate the starting and ending and total time on the ballot.
5. Critics will rate and rank speakers and give constructive written criticisms.
6. Completed ballots, plus a summary sheet, should be turned in at meet headquarters promptly. After tabulation, each ballot is given to the participant via the coach.