

JUDGING INTERPRETIVE EVENTS

2012 Quest for the Dream Tournament
Grady High School

So what are interpretive events?

- In duo interpretation (DUO,) humorous interpretation (HI,) prose/poetry and dramatic interpretation (DI,) students select a 5-10 minute portion of a film script, book, poem, play or any other publicly available, printed material (the specifics of each event will be discussed later.)
- As Mario likes to say, the point of this event is to, “bring literature to life.” These scripts are then performed using pure expression, gestures, body movements and voice inflections to represent as many characters as the piece calls for.
- No costumes or props are allowed.

How It'll Work

- You'll arrive at your assigned classroom and students will be lined up outside the door (if any competitors are inside the room, they are disqualified. It's a major part of the etiquette of the event. No one can enter before the judge.)
- Everyone will sit down. You'll have your list of competitors. Write their names down on the judging forms and then call them up in order for them to perform their pieces. You will hopefully be given a timer (or you can just use your phone) to time each piece.
- **After all interpers have performed, rank them 1 through x and give speaker points accordingly.**
- It is possible that some people on the list will be *double entered*. Just wait for this student to come back from another event. They'll show up eventually.

The 4 Types of Interpretive Events

- You will be judging one of four interpretive (interp) events. They each have the same general idea, but slightly different rules.
- **DUO Interpretation**
- **Humorous Interpretation (HI)**
- **Dramatic Interpretation (DI)**
- **Prose/Poetry**

Dramatic Interpretation

- In Dramatic Interpretation, students will individual perform a piece that intends to make you feel a very deep emotion. Though many pieces may be sad, the piece that makes you feel the most *emotion* should be the one that gets the 1.
- 5-10 minutes, the longer the better
- Piece should be memorized



Humorous Interpretation

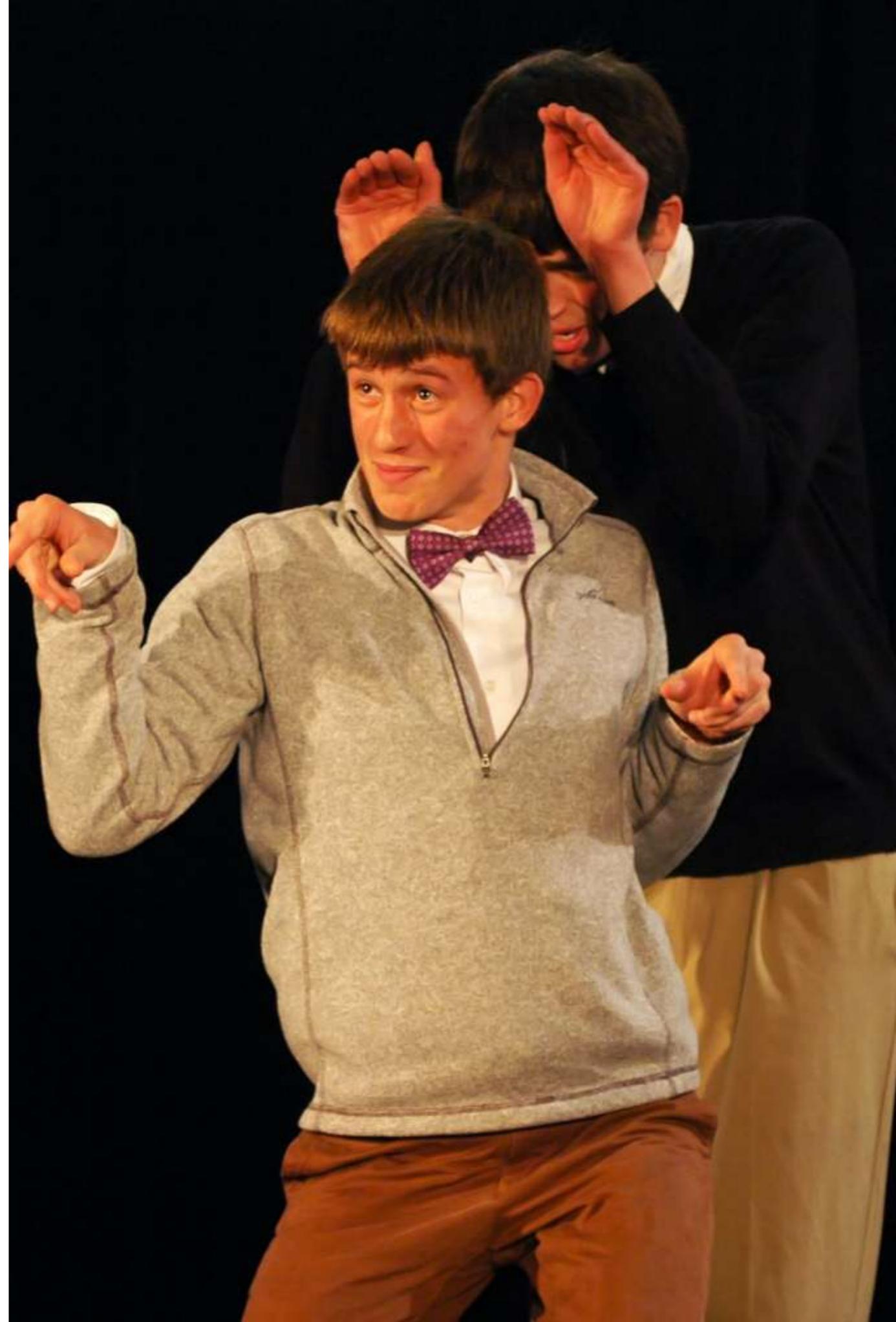
- Relatively self explanatory. In HI, the competitor should make you laugh.
- These are often on the raunchy side. If a student swears or a piece includes sexual innuendo, they are at your mercy.
- 5-10 minutes in length



DUO

Interpretation

- The only interp event involving more than one person, DUO's can be humorous, dramatic and everything in-between.
- **Partners cannot touch or make eye contact**
- 5-10 minutes long (better on the longer side.)
- Script should be memorized.
- Piece should invoke strong emotion.



Prose/Poetry

- This event is a little different from the previous three. While the piece you compete with in the other events remains the same in the previous events, in prose/poetry, you alternate between a prose (rounds 1 and 3) and poetry (rounds 2 and 4.)
- Prose should be a 5-10 minute story. Poetry should be a 5-10 minute poem or compilation of poems.
- These are not memorized.



One last thing

- Every one of these pieces will need an intro approximately a minute and a half into the piece. An intro is around 2-4 sentences long and establish anything that we need to know about the piece, concluding with the author and title of piece.
- *Example: Holden Caulfield is a teenager seems to have lost hope in the world. But though his outward appearance may be cynical and angry, we get a glimpse of his softer side, in the Catcher in the Rye by: JD Salinger.*

This stuff is really fun, I promise. Just be thankful you didn't get stuck with Lincoln-Douglas debate.