

## Technical Event Rule Amendments for 2020-2021

1. All Technical Events will have a ten (10) minute presentation time. This is to allow additional time as students will not be involved in a question and answer session with judges.
2. Students will need to slate on camera and introduce their piece. Students are then encouraged to focus on their presentation by either providing close-up or detailed views of the section of the presentation being discussed (budget, costume plot, blocking notes, costume detail, fabric swatches, etc). Students may elect to use a voiceover track for their video - there is no consideration of editing or sound technique involved in scoring, the information just needs to be provided clearly and succinctly.
3. For Technical Events this year there is no way to physically provide a copy of your prompt or work book but that information is still important and vital. Students are expected to show their work on their video and talk the judges through the different portions. The expectations for the work provided in these books is the same as previous years.
4. For Student Directed Scenes, actors are expected to follow the same amended rules governing the Acting Performance IE.
5. For Choreography, actors are expected to follow the same amended rules governing the Musical Theatre Performance IE.
6. After an adjudication of a Superior rating at the Regional Festival, the troupe may re-film or re-stage the event to improve upon its original work before presenting it at the State festival.

Here are some suggestions to keep in mind while putting together your 10 minute presentation for your Technical Event IE

**Costume Construction and Design:** historical accuracy/impact and inspirations; importance of color scheme and how it's reflected in characterization/blocking/themes; technical terms used accurately and confidently; fabric choices made and why; explanation of budget; discussion of works cited and influences; construction technique and process (if applicable)

**Make-up Design:** historical accuracy/impact and inspirations; make-up choices and detailed application technique; technical terms used accurately and confidently; justification of design choices based on character description and production needs; designer's concept statement; how design concept influences and shapes mood, style, character, and theme of the play

**Publicity Design:** historical accuracy/impact and inspirations; justification of: ticket design, poster design, program design; two press releases (an information article and feature article); proposal and justification of a promotional event or project; discussion and justification of your budget; discussion of works cited and bibliography; how publicity design concept reinforces style, mood, theme of the play

**Scene Design:** historical accuracy/impact and inspirations; technical terms used accurately and confidently; detailed description of their model discussing construction techniques and scale; discussion of floor plan and justification/explanation of choices made; importance of style or time period and its impact on choices made; discussion and justification of use of space and its impact on the production/scene; how design concept influences and helps shape mood, style, and theme of the play; discussion of works cited and bibliography

**Student Choreography:** historical accuracy/impact and inspirations; discussion of prompt book to include: thematic statement of selected dance, character summary (including relationships with other characters and their surroundings), floor plan for the dance; discussion of dynamics and techniques used

**Student Directed Scenes:** discussion of prompt book which includes but is not limited to: thematic statement of play, character summary (include relationships with each other and their surroundings, using the characters in the scene), succinct plot summary of the chosen production, floorplan for the scene, discussion of bibliography and works cited; discussion of directing and rehearsal process; discussion and justification of directing choices made