



Montana High School Association
1 South Dakota Avenue
Helena, MT 59601

INSTRUCTION AND SUMMATION BALLOT

PANTOMIME

Round
Number:

Section
Number:

Judge:

General Instructions to Judges:

Timing: Contestants will non-verbally inquire if judge is ready, show their code numbers and using a kitchen timer, set the timer at 7:01 and show the judge. The competitors will start the timer (timing down), show their titles and begin their music (if applicable). When the presentation is completed, the judge will record the time showing on the timer (time remaining).

The pantomime should consist of a combination and development of several basic points:

- a. Technique: Did the contestant's movement reveal quality, control, agility and precision?
Was the pantomime creative and effective?
- b. Situation: Was the situation recognizable?
- c. Character: Did the contestant project the character's personality, both physically and emotionally?
- d. Mood: Did the contestant create a feeling or mood with pantomime?

A brief title shall be presented. No spoken introduction, title or narration from any source shall be permitted for the duration of the pantomime.

A costume and makeup may be used. Instrumental background music and/or recorded sound effects are optional. The judge should watch the competitor the entire performance.

Presentations should be appropriate for all audiences.

Speaking and Order Code	Record the Time Remaining (time to nearest second)	Circle PLACE in round (1st is best)							
		1st	2nd	3rd	4th	5th	6th	7th	8th
		1st	2nd	3rd	4th	5th	6th	7th	8th
		1st	2nd	3rd	4th	5th	6th	7th	8th
		1st	2nd	3rd	4th	5th	6th	7th	8th
		1st	2nd	3rd	4th	5th	6th	7th	8th
		1st	2nd	3rd	4th	5th	6th	7th	8th
		1st	2nd	3rd	4th	5th	6th	7th	8th
		1st	2nd	3rd	4th	5th	6th	7th	8th

PLEASE BREAK ALL TIES