

Part II: Create better ideas – don't settle for typical.

- **TEACH creative thinking—don't just expect it.**
 - Teach kids how to see things as they are NOT defined. (Hint: that's what spontaneous does!)
 - Use SCAMPER questions to get to creative ideas.
- **STOP VOTING!** When brainstorming, stop coming to an idea (or a concept or a theme or a notion) and deciding it's time to vote. Voting gives teammates ownership of an idea. (It's hard to let go of an idea you own!) And voting leads to compromise. Use brainstorming techniques where ideas build on each other – not where parallel ideas compete with each other. **Don't stop until the whole room erupts with laughter and everyone say, "THAT'S IT!!"**

S	ubstitute
C	ombine
A	adapt
M	odify, Magnify, Minify
P	ut to Other Uses
E	liminate
R	earrange, Reverse

See addendum for a SCAMPER breakdown.

- **Style's not an afterthought!** Fight for all 50 points. #5 in Style means your 4 other style elements have to be meaningful in the performance, not just cool. Fight for those 10 points! Carefully consider the wording of your 2 free choice elements and exactly what you are telling the judges to observe. Fight for those 20 points! Know exactly what the other 2 style elements are looking for and do that. Fight for those 20 points! Put yourself in the shoes of the judge walking up to check out your Style. Ask yourself: Am I intrigued? Do I have to ask follow up questions to fully understand what you did? Does it look different/surprising up close than it did from the audience? **If you're not answering YES to these questions, then you're not giving your style judges enough to look at.**

Style Category
(Team fills in #1 to #4)

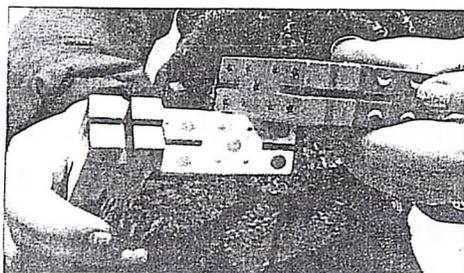
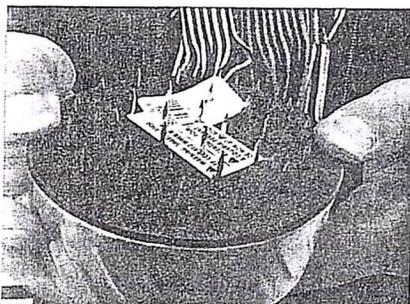
1. water bottles: creatively using the bottles, caps and wrappers to create sound effects which connect the acting and movement of the play.
2. duck on coral with colorful gloves and paint swatches as feathers. the duck realistically sits on top of a bed of bright coral.
3. the magical vision of pippi in a real boat gliding across the water in a land made just for her.
4. the visual impact of a performance which continuously flows: the people, set, and sound effects create a moving spectacle.
5. Overall effect of the four Style elements in the performance

Briefly tell how the four Style elements combine to enhance or type and use **only the space below.**

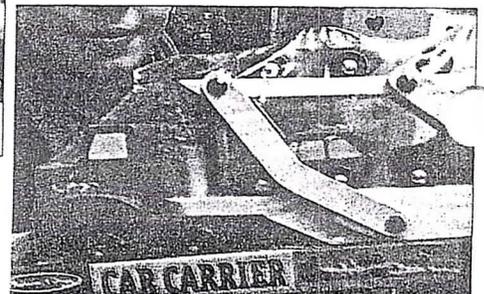
each element, the sound effects, large costume, continuous choreography creates a performance energy.

Fight for all 50 points!

- **Get Inspired!** Create something bigger than the problem – AKA have a theme. When your team is ready to go to worlds, they're ready to have a theme. A theme is the extra layers you add on top of solving the problem. Successful themes are inspired not conjured up. They elicit intrigue and emotion. It's not a thing... It's a concept. Go on a field trip, do research. **Aim to recreate the emotion associated with something that inspires you.**



Go on a field trip. Here, the movement of common toys inspire a theme of creating things that surprise - the unexpected.



Part III: Analyze your work – don't take it personally, just make it better!

- **Analyze the scores:** Calculate the % of each of your Regional scores. Everything that's below 76% - fix it! If you want to place at worlds, fix everything that below 83%. How? Go back to the wording of the problem. Get to the core of the elements. **Don't be swayed by cool ideas. Find a cool idea that completely solves the criteria.**
- **Analyze the video:** First time through, watch it to get the giggles out. Second time through, find your critical and artistic eye. (It might just be one or two kids on the team who can do this.) Look at the blocking – is it chaotic, boring, confusing? Look at the props – are things on stage proportional, interesting, unusual? What posture do you take as an observer watching your performance – sitting back casually watching dialog or sitting on the edge of your seat waiting for more? **Determine the reaction you want the audience to have and give it to them!**

POINTS SCORED (* = objective score)		
83%	11.67	1. Creativity of the overall performance
91%	13.7	2. Quality of the performance
80	8	3. The Replica
68%	10.33	a. How closely it resembled the original (3 to 10 pts)
		b. Artistic Quality of the Replica
		4. The three works of art
86%	13	a. Overall artistic quality
83	8.33	b. Creativity of how they were incorporated
80	5	c. Creativity of how they were transformed (10 pts)
		5. The two characters
83	8.33	a. Creativity of the characters
66%	10	b. Effectiveness of their performance
		6. The quest to find the shadow
76.7%	7.67	a. Originality of how they were used (1 to 10 pts)
		b. Creativity of how they were used
80	8	7. The two songs
		a. Are performed
		b. Effectiveness of their performance
75.5	11.33	8. The choreographer

OM HS 2013
Regional Results: Overall: 86.5%

70%
❖ Art: creativity of how they disappear

80%
❖ Replica: how closely resembled
❖ 2 characters: creativity of their portrayal
❖ Quest: creativity of how the characters find
❖ Movement: overall creativity
❖ Movement: effectiveness in performance
❖ Something worn: monsoon costume
❖ Something used: pocket knife
❖ Sign: 8.33

86%
❖ Quality of performance
❖ Replica: artistic quality
❖ Art: overall artistic quality
❖ 2 characters: effectiveness of their role
❖ 2 songs: effectiveness in performance
❖ Overall Effect Style: 8.67
❖ Style average: 85%

90%
❖ Creativity of overall performance
❖ Art: creativity of how they incorporated
❖ Quest: originality of how portrayed
❖ Perspective: 9.67

Comments: creative use of set, smooth execution, well staged, great opening – aud, sound and set worked esp well in bay, very creat use of props, cool scene underground scenes, very impressive, strength of team, nice swimming – shadow functional and creative, great scenery, terrific to use items in multiple ways, re props rule, replica beautiful, great sound effects, well staged, nice integration (transformed), wire lady epitome of OM creativity, shadow art well executed

Average		
8.00	Costume/ Monsoon	80%
8.00	Prop	80%
9.33	Sign	83%
9.67	Perspective	96%
8.67		86%
42.67		85%

Part IV: Take Time Out – do something other than Long Term

- **Run through** - a smooth performance tells the judges where to look and how to respond. Plot out how things are brought on stage from different directions, with an extension cord from different parts of the stage, consider where your judges are sitting (LT and Style) and play to them specifically.
- **Don't neglect paperwork** – it's your time to sell, sell, sell. Use the paperwork to "tell" the judges why you're so amazing and why you expertly solved the problem. Fill them in on facts and details you discovered through research. **Choose your wording intentionally.**
- **Spontaneous can absolutely make or break you** – practice, practice, practice. Be strategic. Learn to identify what verbal answers are really worth. Learn to do the math in determining how to get the most points out of a hands on. When timing responses during practice, chart how many responses are creative/common in each minute. Go to the Advanced Spontaneous session and learn from a master!

2. The completed phrase describing the dilemma:
 To sell out or not to sell out

3. A brief description of the trapdoor:
 The (reverse) trapdoor is the passage way from the imaginary world back to the real world.
 It is the backdrop of the bake shop and the baking contest which brings the world, prompted by their mother saying "Children, children, time for bed."
 When it will be used:
 At the end of the bed time story (near the end of our performance), the trapdoor (contest wall) will transition the children from the fantasy world of the story to the real world, prompted by their mother saying "Children, children, time for bed."

4. A brief description of the scene change to be scored:
 The scene change to be scored is from Madvillain's stone tower to the tree house garden area: Columns will fall to open up a colorful, tropical scene. Integrated flowers will pop out of the stone wall – all elements were embedded in the floor and revealed in the second.

5. A brief description of the costume change to be scored:
 One costume change to be scored is during the performance:

7. The comedic style the team will be scored for and when it will appear in the performance:
 Shakespearean Comedy appears throughout our performance in the form of Mistaken Identity (apprentice/minion,) males dressing as females, unexpected plot twists, easily changed emotions, the use of stock characters – the villain, the dim-wit, and especially the ending with a happy ending as all characters get their way and many get married.

During the baking competition, the Madvillain, the Master Baker, and the apprentice will participate in this visually stimulating number which reinforces the character of the villain and the baker.

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Tell them what they might not know

Hands-on Scoring:
 Structure Scoring:
 1 golf ball- 10 points;
 2 golf balls - 25 points;
 3 golf balls - 50 points;
 4 golf balls - 100 points

Creativity of bridge: 1 - 10 points
 Teamwork: 1 - 10 points

Hands-on Scoring:
 Structure Scoring:
 25 points for completing the tower.
 5 points for each golf ball supported.

Creativity of tower: 1 - 25 points
 Teamwork: 1 - 25 points

Verbal math to find the true value of each answer:
 35 responses X 5 creative points = 175 max points.

- 175 raw points = 100 calibrated points. SO .57 calibrated points = 1 raw point.
- If 50 raw points = 100 calibrated points, then 2 calibrated points = 1 raw point.