

Liars Contest ~ Teller Rules and Judging Guidelines

Teller Rules:

- Tellers have seven minutes, plus a one-minute grace period. A teller still talking when the eight-minute mark is reached will receive “0” points for that criterion.
- No notes, instruments, costumes, or props. Use of any of these will result in disqualification.
- The time will begin the moment the teller addresses the audience verbally or non-verbally; thus, the teller should not look at/say anything to audience until the microphone is adjusted and the teller is good to go.
- Stories must be told, not read. No use of notes.
- No profanity or explicit material.

Logistics:

- Before the show, tellers will write their names on pieces of paper and put that piece of paper in the hat.
- We will draw the name of the first teller.
- After telling, each teller will pull the name of the *next* teller, etc.
- We will have five tellers tell, take a short intermission and return for the rest of the tellers.

During the show:

Judges will:

- Score each teller independently – that is, without consulting the other judges – using the guidelines below.
- Respond authentically to the tellers and their stories; laughter, smiles, and a spontaneous, “ah ...” are all okay.
- Not offer judgment on tellers verbally or non-verbally throughout the show, e.g. No nudges, side slaps, sighs, yawns, eye rolls.
- Keep scores hidden from others throughout the show, esp. from people who can look over your shoulders or at intermission.
- Do not knowingly talk with tellers before the show or during the intermission. If you find yourself talking to a teller, please end the conversation. The tellers will understand!

After all the tellers have told, the judges will do the following:

Individually:

- Add up the all the scores for all the individuals to determine who, on your individual score sheet has earned first, second and third place.
- In the event you have a tie for top place on your score sheet, you award ONE discretionary point to ONE of the top individuals.
- Your criterion for this is purely personal. This will give you, the individual judge, a winner.

THEN, as a group of three:

- Tally your scores for each of the individuals.
- The person with the most points between the three judges will be FIRST.
- The person with the second most number of points will be SECOND.
- The person with the third most number of points will be THIRD.

If once all the points are tallied there is a tie for FIRST, you will each award ONE discretionary point to ONE of the two top individuals.

- This should result in one person as winner and the other person will be second.
- The next highest point getter will be third.

If, once all the points are tallied, there is a tie for SECOND, you will each award ONE discretionary point to ONE of the second place individuals.

- This should result in one person as SECOND and the other person will be THIRD.

If, once all the points are tallied, there is a tie for THRID, you will each award ONE discretionary point to ONE of the third place individuals.

- This should result in one person as THIRD and the other person not be awarded.

We cannot have a tie.

Once you have determined FIRST, SECOND and THIRD:

- Clearly write on a piece of paper 1st, 2nd, and 3rd with the FIRST and LAST names of the tellers.
- Then, your fine work is done. Thank you!

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Judging Criteria:

- You will score the stories on **Creativity, Story Construction, Delivery, and Time Limit** using the points as allotted below.
- With the exception of the Time Limit category, you will rate tellers in each section on a scale of 1 to 10.
- For Time Limit, the scale is 0 to 10. Zero if they are still talking with the eight-minute mark is noted; 10 if they finish their story before the eight-minute mark.

0 to 2	Does virtually nothing to address criterion. (Poor)		
3 to 5	Criterion is weakly addressed. (Fair)		
6 to 8	Story solidly addresses criterion. (Good)		
9 to 10	Story addresses criterion in a creative and/or compelling way. (Excellent)		

Creativity: (Points awarded 1 to 10)

- Story is original or a new, fresh take on a classic tale or lie.
- Story unfolds in an unpredictable way, but one that makes sense given the story.
- Teller using engaging language.

A story that does not demonstrate much creativity might:

- Be a recitation of a standard story.
- Might be structured in a very predictable manner.
- Might unfold in a random way that doesn't make sense given the story, characters or circumstances.
- Teller has done little to use interesting or compelling language.

Story Construction (Points awarded 1 to 10)

- Story has a beginning, middle and end.
- Story has an arc; it builds to a climax, then reaches resolution.
- Story builds to an intangible idea or universal truth.
- Teller uses audience-appropriate language in a compelling way.

A story that lacks good construction might:

- Fail to include any sort of orientation information, so it is confusing – where is this? When is this? What is going on?
- Ramble; have no point.
- Make a big deal out of nothing; feel exaggerated.
- Be conveyed in an inarticulate manner; have poor word choices, technical words or slang with no “translation.”

Delivery: (Points awarded 1 to 10)

- The teller tells the story in an engaging way that helps create some kind of connection with the audience.
- The teller can be heard.
- The teller makes eye contact with the audience in a way that feels natural and appropriate.
- The teller's non-verbal body language “supports” the telling of the story.
- The teller does not use notes.

A teller with weak delivery might:

- Not make eye contact with the audience at all.
- Be inaudible.
- Seem rote, memorized to the point that the audience seems irrelevant.
- Respond inappropriately to the audience – disrupting the story flow, losing his/her place; unfocused; random.
- Make gestures or body movements that distract from the story.
- Refer to a cheat sheet.

Audience

Time Limit (Points awarded 0 to 10)

- The teller respects the time limit, which is seven minutes with a one-minute grace period.
- The teller has *finished* her story by the time the eight-minute mark is noted.

- If a teller is still talking when the eight-minute sounds, he should be given a ZERO in this category.

The judges' decisions are final!