Carbonell Scoring Rubic

Carbonell Outstanding Achievement Awards

The 20 competitive categories in which judge-selected Carbonell Awards are:

1. ***Outstanding Performance by an Actor in a Lead Male Role, Play***
2. ***Outstanding Performance by an Actor in a Lead Female Role, Play***
3. ***Outstanding Performance by an Actor in a Lead Male Role, Musical***
4. ***Outstanding Performance by an Actor in a Lead Female Role, Musical***
5. ***Outstanding Performance by an Actor in a Supporting Male Role, Play***
6. ***Outstanding Performance by an Actor in a Supporting Female Role, Play***
7. ***Outstanding Performance by an Actor in a Supporting Male Role, Musical***
8. ***Outstanding Performance by an Actor in a Supporting Female Role, Musical***
9. ***Outstanding Direction, Play***
10. ***Outstanding Direction, Musical***
11. ***Outstanding Music Direction***
12. ***Outstanding Choreography***
13. ***Outstanding Scenic Design, Play, or Musical***
14. ***Outstanding Lighting Design, Play or Musical***
15. ***Outstanding Sound Design, Play, or Musical***
16. ***Outstanding Costume Design, Play, or Musical***
17. ***Outstanding Achievement of an Artistic Specialty***
18. ***Outstanding New Work, Play, or Musical***
19. ***Outstanding Production, Play***
20. ***Outstanding Production, Musical***

OUTSTANDING PERFORMANCE BY AN ACTOR IN: (8 CATEGORIES)

LEAD MALE ROLE, PLAY	LEAD MALE ROLE, MUSICAL
LEAD FEMALE ROLE, PLAY	LEAD FEMALE ROLE, MUSICAL
SUPPORTING MALE ROLE, PLAY	SUPPORTING MALE ROLE, MUSICAL
SUPPORTING FEMALE ROLE, PLAY	SUPPORTING FEMALE ROLE, MUSICAL

SCORE: 90 -100 SUPERIOR

- Actor delivers an honest, believable, compelling performance with an engaging stage presence.
- Actor develops complex, meaningful relationships with the other characters.
- Actor creates a multi-dimensional character through movement, body language, and physical nuances.
- Actor creates a multi-dimensional character through vocal variety and inflection.
- Actor expertly embodies the style of acting chosen for the production
- In a musical, all three abilities (if applicable) — acting, singing, and dancing—are superior.

SCORE: 70 - 89 EXCELLENT

- Actor delivers an honest, believable performance with a strong stage presence.
- Actor interacts naturally and meaningfully with the other characters.
- Actor effectively utilizes movement, body language, and physical nuances beyond basic blocking.
- Actor effectively incorporates vocal variety and inflection beyond basic diction and volume.
- Actor skillfully embodies the style of acting chosen for the production.
- In a musical, all three abilities (if applicable) — acting, singing, and dancing—are strong.

SCORE: 50 – 69 GOOD

- Actor's performance is believable, but not particularly memorable or interesting.
- Actor interacts believably and naturally with other characters in the show.
- Actor's movement and body language are appropriate to the character.
- Actor's volume and diction are adequate to be heard and understood.
- Actor comfortably embodies the style of acting chosen for the production.
- In a musical, the actor exhibits singing and/or dancing ability appropriate to the role, the musical direction, and the choreography.

SCORE: 30– 49 FAIR

- Actor's performance seems mechanical, under-rehearsed, overacted, or stereotyped.
- Actor's interaction with other characters seems staged or awkward at times
- Actor's movement and/or body language may be underdeveloped.
- Actor may have occasional problems with volume and/or diction.
- Actor awkwardly attempts to embody the style of acting chosen for the production
- In a musical, the actor's singing and/or dancing abilities may be uneven.

SCORE: 1 - 29 POOR

- Actor breaks character or becomes visibly distracted. Lines may be forgotten or flubbed.
- Actor's interaction with other characters may seem forced, or the actor may pull focus
- Actor's movement and/or body language seems unnatural.
- Actor's volume and diction are poor.
- Actor does not embody the style of acting chosen for the production
- In a musical, the actor's singing and/or dancing may be less than adequate for the role's demands.

OUTSTANDING DIRECTION (2 CATEGORIES: PLAY OR MUSICAL)

The Director serves as a visionary for the production, collaborating with designers, technicians, and performers to achieve a sense of artistic unity. After doing preliminary research and script analysis, the Director makes decisions regarding the interpretation of the text and staging and generally has the final say regarding casting and design elements. The Director's concept or vision can affect the show's overall style, tempo, pace, and more.

SCORE: 90 - 100 SUPERIOR

- Director's vision is skillfully incorporated into each aspect of the production, creating an overall sense of balance and unity.
- Casting is flawless; actors' performances reflect superb coaching from the director.
- Stage movement/blocking demonstrates variety, creativity, and/or ingenuity while being effective and visually appealing.
- Show flows through transitions seamlessly and effortlessly; the pacing is flawless.
- Extensive research into the time period, setting, and subject matter are evident through subtle nuances and careful attention to detail.

SCORE: 70 - 89 EXCELLENT

- Director's vision or concept is incorporated effectively into most aspects of the production.
- Actors are cast well and their performances reflect excellent coaching from the director.
- Stage movement/blocking is effective and visually appealing.
- Show moves through transitions smoothly; the pacing is well-executed.
- Time period, setting, and subject matter are well-researched and accurately portrayed through acting and technical elements.

SCORE: 50 – 69 GOOD

- Director's vision or concept for the piece is clear.
- Actors are cast well and deliver effective performances.
- Staging and transitions are smooth, motivated, and functional.
- Pacing is consistent and appropriate to the genre of the show.
- Adequate research into the time period, setting, and subject matter is evident.
- Design and technical elements support the style and/or production concept.

SCORE: 30 – 49 FAIR

- Director's vision or concept shows some inconsistencies in its execution.
- Casting seems inconsistent; some actors are notably more skilled than others.
- Stage movement/blocking seems awkward or stagnant.
- Transitions between scenes are not smooth; the pacing is erratic or inappropriate to the genre.
- Historical inaccuracies are evident, lapses in research into the time period, setting, subject matter.
- Technical problems could have been avoided with more efficient staging, better-prepared crew, etc.

SCORE: 1 - 29 POOR

- Director's vision or concept for the piece is unclear.
- Many actors seem miscast or lacking sufficient skills to perform their roles effectively.
- Staging is ineffectual, poorly blocked, or unmotivated.
- Pacing is not suited to the genre (too slow for a comedy, too fast for a drama, etc.)
- Time period, setting, and/or subject matter seem poorly researched.
- Design and/or technical elements are inconsistent with the concept or style of the show; may actually detract from the show.

OUTSTANDING MUSIC DIRECTION

In musical theatre, the Music Director is in charge of the overall musical performance, ensuring that the cast knows the music thoroughly, supervising the musical interpretation of the performers and the musicians, and conducting the musical accompaniment. The Music Director must work closely with the production team to ensure that the musical elements of the production work seamlessly together to create an overall feeling of cohesiveness.

SCORE: 90 -100 SUPERIOR

- Musical accompaniment is precise, clear, and well-rehearsed, with a full, thrilling sound that complements the vocals.
- Overall, the music enhances the mood, theme, and style of the production,
- Musical dynamics, tempo, and interpretation of lyrics are skillfully and/or creatively used
- Diction is impeccable and musical elements are well-balanced.
- Singers excel in the vocal range demanded of their roles.
- Performers' acting abilities and vocal skills are evenly matched.

SCORE: 70-89 EXCELLENT

- Musical accompaniment is clear, well-rehearsed, and complements the vocals.
- Overall, the music supports the mood, theme, and style of the production
- Musical dynamics, tempo, and interpretation of lyrics are used effectively
- Diction is clear and musical elements are mostly well-balanced.
- Singers are especially well-suited for the vocal range of their roles.
- Performers' acting abilities and vocal skills are evenly matched.

SCORE: 50-69 GOOD

- Musical accompaniment is clear, adequately rehearsed, and supports the vocals.
- Overall, the music is appropriate for the mood, theme, and style of the production.
- Musical dynamics, tempo, and interpretation of lyrics support the storyline.
- Diction is clear and musical elements are balanced.
- Singers are cast appropriately for the vocal range of their roles.
- Performers' acting abilities and vocal skills are, for the most part, evenly matched.

SCORE: 30-49 FAIR

- Some mistakes in the music may be noticeable; music may seem under-rehearsed.
- Overall, the music may seem out of sync with the mood, theme, and/or style of show
- Musical scenes contain some inconsistencies in dynamics or tempo
- Musical scenes display occasional poor diction or occasional unbalanced musical elements.
- Some songs may be out of range for the actors' vocal abilities.
- Performers' acting abilities and vocal skills are sometimes unbalanced

SCORE: 1-29 POOR

- Frequent problems with music. Musical accompaniment sounds haphazard or unrehearsed.
- Music does not support the mood, theme, and/or style of the production.
- An overall lack of dynamics, energy, and skill detracts from the production.
- Frequent problems occur with diction and/or musical elements.
- Actors are not able to reach the vocal ranges demanded of the music.
- Performers' acting ability and vocal skills are extremely uneven.

OUTSTANDING CHOREOGRAPHY

The Choreographer designs the dancing and other movements that usually take place during the musical numbers in a production. They are responsible for teaching the dance numbers to the cast and staging the scenes that involve movement to music. The Choreographer works with the director, musical director, and designers to ensure that the movement complements the artistic vision of the production. Factors to consider include the ability levels of the actors, the amount of singing that takes place while dancing, and the set and costume designs.

SCORE: 90 -100 SUPERIOR

- Choreography is consistently exciting and visually appealing, adding greatly to the overall impact of the show.
- Choreography is integral to the show, creatively supporting and/or furthering the storyline.
- Choreography creates a compelling expression of mood for each musical number, highlighting nuances of the musical score.
- Choreography complements the ability levels of the performers—especially accentuating their strengths.
- Space, rhythm, levels, energy, etc. are used creatively and dynamically.

SCORE: 70-89 EXCELLENT

- Choreography is especially visually appealing in many places.
- Choreography is integral to the show, creatively supporting and/or furthering the storyline.
- Choreography excels at reflecting the mood of the musical numbers, often expressing nuances in the musical score.
- Choreography complements the ability levels of the performers, accentuating their strengths.
- Space, rhythm, levels, energy, etc. are used skillfully.

SCORE: 50-69 GOOD

- Choreography adds visual appeal to the production.
- Choreography is integral to the show and supports and/or furthers the storyline.
- Choreography adequately reflects the mood of the musical numbers.
- Choreography is suited to the ability levels of the performers.
- Space, rhythm, levels, energy, etc. are used adequately.

SCORE: 30-49 FAIR

- Choreography provides little visual appeal to the production.
- Choreography does not adequately support or further the storyline; contains extraneous movement or seems stagnant.
- Mood is not consistently reflected in the musical numbers.
- Choreography is not always geared to the age and/or ability levels of the performers.
- Movement may be overly repetitive or predictable and does not utilize space, rhythms,
- levels, etc. consistently.

SCORE: 1-29 POOR

- Movement is stagnant with little or no visual appeal.
- Choreography does not support the storyline, perhaps even detracting from it.
- Mood is not reflected in the musical numbers.
- Choreography is extremely unsuited to the ability levels of the performers.
- Space, rhythm, levels, etc. are utilized poorly or not at all.

OUTSTANDING SCENIC DESIGN

The Scenic Designer is responsible for collaborating with the director and other members of the production team to create a physical environment for the production maximizing the best of its space and resources, whether vast or limited. Walls, platforms, architecture, color choices, textures, fabrics, historic accuracy (or artistic interpretation) and other scenic elements including scenic video enhancements work together to convey the show's concept. The set should be safe, functional, and should effectively utilize the stage while supporting ease of scene changes. A Scenic Designer considers numerous principles of artistic and architectural design when creating the visual world of the show.

SCORE: 90 -100 SUPERIOR

- Set may contain a high degree of creativity and/or innovation
- Set provides versatility, allowing movement and scene changes to flow seamlessly.
- Set enhances the director's overall vision and/or production concept.
- Set is historically/culturally accurate with careful attention to detail.
- Set presents a clear unity of style, creating a captivating visual picture on stage.

SCORE: 70-89 EXCELLENT

- Set may demonstrate a degree of creativity and/or innovation
- Scene changes are enabled by the set design and accomplished with ease.
- Set adds to the effectiveness of the staging and/or choreography.
- Set is historically accurate with some noticeable attention to detail.
- Set provides a visual reinforcement of the message/mood of the show.

SCORE: 50-69 GOOD

- Set provides the necessary locales and depicts the socio-economic levels of the world of the show.
- Scene changes are enabled by the set design.
- Set is historically and/or culturally accurate.
- Set provides a visual reinforcement of the message/mood of the show.

SCORE: 30-49 FAIR

- Some locales or time periods are unclear.
- Some historical inaccuracies are evident.
- Set displays no unified sense of style; appears haphazard or piecemeal
- Set appears to be insufficiently safe, practical, and functional.

SCORE: 1-29 POOR

- Set does not sufficiently depict locales or time periods in the show.
- Set interferes with the needs of the show in terms of movement/staging.
- Set contains obvious historical inaccuracies.
- Set detracts from the overall effect/message/mood of the show.
- Set appears to be insufficiently safe, practical, and functional.

OUTSTANDING LIGHTING DESIGN

The Lighting Designer is responsible for creating an overall look for the show maximizing the best of its resources, whether vast or limited. The lighting design reinforces the director's vision and complements the other elements of the production, such as the set, costumes, makeup, sound design, movement, and choreography. Using various instruments, lighting designers utilize color, intensity, direction, and focus to visually communicate the mood and the feeling of each scene and transition, while allowing the audience to see the action. Sometimes multimedia design is included in this category.

SCORE: 90 -100 SUPERIOR

- Lighting greatly enhances the mood, atmosphere, and psychological effect of the show.
- Special effects (when applicable) are used skillfully to enhance the production.
- Lighting skillfully allows for appropriate visibility while maintaining selective focus, and/or may contain a high degree of creativity.
- Lighting consistently and accurately reflects the locations and time of day/year/weather
- Lighting Design enhances the director's overall vision or concept for the production.
- Lighting Design complements the other design elements in the show, allowing for the fluidity of scene changes.

SCORE: 70-89 EXCELLENT

- Lighting contributes to the mood, atmosphere, and psychological effect of the show.
- Special effects (when applicable) are effective and enhance the production.
- Lighting allows for appropriate visibility while maintaining selective focus, and/or may contain some degree of creativity.
- Lighting consistently and accurately reflects the locations and time of day/year/weather
- Lighting Design supports the director's overall vision or concept for the production.
- Lighting Design works well with the other design elements in the show, allowing for the fluidity of scene changes.

SCORE: 50-69 GOOD

- Lighting adequately creates the appropriate mood, atmosphere, and psychological effect of the show.
- Special effects (when applicable) are adequate to support the needs of the production.
- Lighting allows for appropriate visibility while maintaining selective focus.
- Lighting adequately reflects the locations and time of day/year/weather throughout the show.
- Lighting Design supports the director's overall vision or concept for the production.
- Lighting Design does not detract from the other design elements in the show, allowing for the fluidity of scene changes.

SCORE: 30-49 FAIR

- Inconsistencies in lighting hinder the creation of mood, atmosphere, or psychological effect of the show.
- Special effects (when applicable) are inadequately executed.
- Lighting establishes inappropriate focus or limits the visibility of the action on stage.
- Some locations or times of day/year/ weather are inaccurately portrayed.
- Lighting Design may not support the director's overall vision or concept for the production.
- Lighting Design may not work well with other design elements; displays a lack of attention to the fluidity of scene changes.

SCORE: 1-29 POOR

- Lighting does not create the mood, atmosphere, or psychological effect of the show.
- Special effects (when applicable) are poorly executed.
- Lighting creates a lack of focus or no visibility of the action on stage.
- Lighting does not represent the locations or the times of day/year/ weather.
- Lighting Design does not support the director's overall vision or concept for the production.
- Lighting Design detracts from other design elements, inhibiting the fluidity of scene changes.

OUTSTANDING SOUND DESIGN

The Sound Designer works with the director and musical director to decide what sound elements will be used to create the setting and the mood of each scene in the show, maximizing the best of its resources, whether vast or limited. The Sound Designer then obtains the music and sound effect choices, mixes various audio elements, sets volume levels, and identifies the placement of each sound cue. The Sound Designer might also choose or compose specific music for the show, although the final choice typically lies with the director, who may want anything from scene change music to ambient music or sounds under every scene.

SCORE: 90 -100 SUPERIOR

- Sound Design greatly enhances the mood, atmosphere, and psychological effect of the show.
- Sound cues are placed effectively and creatively throughout the show
- Sound Design enhances the director's overall vision or concept for the production.
- Sound Design displays historical/cultural accuracy; may reflect extensive research and/or a high degree of creativity.
- Volume levels are well-balanced throughout the space and the performance.
- Sound appears to emanate from the exact direction/location/source to support the onstage action.
- Sound Design complements the other design elements in the show.

SCORE: 70-89 EXCELLENT

- Sound Design creates the appropriate mood, atmosphere and psychological effect of the show.
- Sound cues are placed effectively throughout the show.
- Sound Design supports the director's overall vision or concept for the production.
- Sound Design displays historical/cultural accuracy, may reflect research and/or creativity to support the artistic interpretation.
- Volume levels are well-balanced throughout the space and the performance.
- Sound may emanate from the appropriate direction/location/source to support the onstage action.
- Sound Design works well with the other design elements in the show.

SCORE: 50-69 GOOD

- Sound elements are adequate for the needs of the show.
- Sound cues are placed appropriately throughout the show.
- Sound Design supports the director's overall vision or concept for the production.
- Sound Design reflects historical/cultural accuracy or supports the artistic interpretation.
- Volume levels are balanced throughout the space and the performance.
- Sound Design does not detract from the other design elements in the show.

SCORE: 30-49 FAIR

- Inconsistencies are evident in the overall effectiveness of the various sound elements.
- Sound cues may not be well-placed throughout the show.
- Sound Design may not support the director's vision or concept for the production.
- Sound Design may contain historical/cultural inaccuracies or may be inconsistent with the artistic interpretation.
- Volume levels may be inconsistent throughout the space or the performance.
- Sound Design may not work well with other design elements.

LEVEL: 1-29 POOR

- Sound elements are not effective in conveying the theme, mood, or atmosphere of the show.
- Sound cues are not effectively placed throughout the show.
- Sound Design does not support the director's overall vision or concept for the production.
- Sound is historically or culturally inaccurate, poorly researched, or does not support the artistic interpretation. -Volume levels are inexplicably too loud or soft to be effective.
- Sound Design detracts from the other elements in the show.

OUTSTANDING COSTUME DESIGN

The Costume Designer is responsible for planning and coordinating the overall element of costumes for the production maximizing the best of its resources, whether vast or limited. This may involve designing (and often constructing) original ideas from scratch, coordinating, and pulling from available stock, and/or shopping for items that fit the designer's vision. The costume designer must work in consultation with the director, the scenic designer, and lighting designer to ensure that all elements of the production complement each other. The costume designer's work visually reinforces the time period and/or characterizations. Fabric/color choices, historical accuracy, and ease of movement are all factors to be considered in costume design. Wig/Hair/Makeup designs may be included in Costume Design if applicable and/or unless they are being submitted separately for consideration under the Artistic Specialty category.

SCORE: 90 -100 SUPERIOR

- Costumes provide a great deal of visual appeal and/or may display a high degree of creativity, with careful attention to detail.
- Fabric, styles, and color reflect a unified design concept, greatly enhancing director's overall vision.
- Costumes are historically/culturally accurate, contributing greatly to the creation of mood.
- Costumes reflect key information, such as time of day/year/weather, socio-economic status, and/or characters' occupations.
- Costume changes are designed to be practical and accomplished with ease.
- In a musical, fabric and styles highlight the effect of the movement and/or choreography.

SCORE: 70-89 EXCELLENT

- Costumes provide visual appeal and/or may display some creativity, with noticeable attention paid to detail.
- Fabric, styles, and color reflect a unified design concept that supports the director's overall vision.
- Costumes are historically/culturally accurate, helping to establish the mood of the show.
- Costumes reflect key information, such as time of day/year/weather, socio-economic status, and/or characters' occupations.
- Costume changes are designed to be practical and accomplished with ease.
- In a musical, fabric and styles are conducive to the movement and/or choreography.

SCORE: 50-69 GOOD

- Costumes provide an element of visual appeal and contain no noticeable flaws.
- Fabric, styles, and color do not detract from the other design elements in the show.
- Costumes are historically/culturally accurate and consistent with the mood of the show.
- Costumes may reflect additional information such as time of day/year/weather, socio-economic status, and/or characters' occupations.
- Costume changes are designed to be practical and accomplished with ease.
- In a musical, fabric and styles do not interfere with the movement and/or choreography.

SCORE: 30-49 FAIR

- Costumes provide little visual appeal and may be inconsistent in quality.
- Fabric, styles, and/or color may conflict with one or more other design elements in the show.
- Costumes may display some historical/cultural inaccuracies; inconsistent with the mood of the show.
- Costumes may not adequately reflect info such as time of day/year/weather, socio-economic status, and/or characters' occupations. -Costume changes may be inefficient or impractical.
- In a musical, fabric and styles may not be conducive to movement and/or choreography.

SCORE: 1-29 POOR

- Costumes are unappealing and/or of poor quality.
- Fabric, styles, and/or color detract from the story or other design elements in the show.
- Costumes display many historical/ cultural inaccuracies; may be in conflict with the mood of the show.

- Costumes do not adequately reflect information such as time of day/year/weather, socio-economic status, and/or occupations. -Costume changes are rough and hinder the flow of the production.
- In a musical, fabric and styles are a hindrance to movement and/or choreography.

OUTSTANDING ACHIEVEMENT OF AN ARTISTIC SPECIALITY

The category of Artistic Speciality recognizes a specific element of a production that is safe, practical, and functional while possessing an unusual design or quality that makes a distinctive mark, impression, or addition to the overall aesthetic of the piece. Examples of work that could be nominated in this category may be (but are not limited to): video design, projection design, multimedia design, magic design, puppet design, wig/hair/makeup design (unless they are being submitted for consideration under the Costume Design category), shadow puppetry, mask design, robot design and engineering, fight choreography, circus element/movement, Foley design (live sound effects), dialect coaching.

SCORE: 90 -100 SUPERIOR

- Element is skillfully rendered and/or executed, perhaps containing a high degree of creativity and/or innovation
- Element is consistently exciting and appealing, adding greatly to the overall impact of the show.
- Element is integral to the show, creatively supporting and/or furthering the storyline while enhancing the director's overall vision and/or production concept.
- Element may add historical and/or cultural authenticity to the production design.
- Element functions seamlessly with other production elements and does not hinder the flow of the show.

SCORE: 70-89 EXCELLENT

- Element is rendered and/or executed skillfully.
- Element is especially appealing in many places.
- Element is integral to the show, creatively supporting and/or furthering the storyline while enhancing the director's overall vision and/or production concept.
- Element may add historical and/or cultural authenticity to the production design.
- Element functions smoothly with other production elements and does not hinder the flow of the show.

SCORE: 50-69 GOOD

- Element is rendered and/or executed adequately for the needs of the production.
- Element adds some degree of appeal to the production.
- Element is integral to the show, and supports and/or furthers the storyline.
- Element may add historical and/or cultural authenticity to the production design.
- Element functions adequately with other production elements and does not hinder the flow of the show.

SCORE: 30-49 FAIR

- Element may not be rendered and/or executed well.
- Element adds little appeal to the production.
- Element does not adequately support or further the storyline
- Element may be in conflict with other elements of the production design. -Element may seem to hinder the flow of the show.

SCORE: 1-29 POOR

- Element is poorly rendered and/or executed.
- Element does not support the storyline, perhaps even detracting from it. -Element may be in conflict with the rest of the production design. -Element may hinder the flow of the show.

OUTSTANDING NEW WORK, PLAY, or MUSICAL

An original script is a new play written or adapted for the stage by a playwright. Elements that contribute to a quality script include a strong structure or framework for telling the story, a clear plot with a beginning, middle, and end, characters that are all well-developed and integral to the story, and dialogue that is believable, concise, and interesting. Remember to evaluate the script itself separately from the acting and technical elements of the production.

SCORE: 90 -100 SUPERIOR

- The structure/framework of the play is clear and concise, creating a cohesive, unified story. -Plot is compelling and stimulates interest in what will happen next.
- Main characters are well-developed; all characters are integral to the story.
- Dialogue and/or language are used effectively and/or creatively.
- The script excels at creating the world of the play with imagination and attention to detail.
- The script contributes a unique and/or noteworthy piece of literature to the theatrical community.

SCORE: 70-89 EXCELLENT

- The structure/framework of the play is clear and creates a cohesive, unified story.
- Plot stimulates interest in what will happen next, and most of the characters are well-developed and integral to the story. -Dialogue and/or language are used effectively and/or creatively.
- The script may employ innovative forms and/or storytelling techniques.
- The script may be especially timely and/or relevant to today's audiences.
- The script successfully creates the world of the play with some imagination and attention to detail.
- The script may contribute a somewhat noteworthy piece of literature to the theatrical community.

SCORE: 50-69 GOOD

- The structure/framework of the play is clear and creates a cohesive story.
- The plot contains a beginning, middle, and end, and dialogue and/or language are used adequately. -Most of the characters are well-developed and integral to the story.
- The script may be timely and/or relevant to today's audiences.
- The script contains enough detail to create the world of the play.

SCORE: 30-49 FAIR

- The structure/framework of the play may be unclear and/or the story may feel disjointed at times.
- The plot does not seem to be fully realized, and dialogue and/or language are not used effectively.
- Some characters are underdeveloped and/or unnecessary to the story.

SCORE: 1-29 POOR

- The structure/framework of the play is unclear and/or confusing, making the script feel disjointed and uninspired.
- The plot and characters are incomplete and/or not fully developed, and dialogue and/or language are poorly used.

OUTSTANDING PRODUCTION (2 CATEGORIES – PLAY OR MUSICAL)

This is your opportunity to evaluate the overall effectiveness of the performance. A production can be greater than the sum of its parts, and there may be elements that contribute to your experience that were not up for adjudication on the ballot. If you scored most of the elements of a production very highly, with only one or two weak areas, your Overall Production score might reflect the general high quality of the production. Conversely, if one element excels while other areas of the production are generally weaker, your Overall Production score might reflect a lower general opinion of the production as a whole.

SCORE: 90 -100 SUPERIOR

- The production excels at what it sets out to achieve, and every element (acting, design, technical, etc.) is highly commendable.
- All the production elements work together effectively to create a cohesive, unified performance.
- The production displays a high degree of creativity, attention to detail, risk-taking, and/or ingenuity.
- The production contributes a significant, unique, and noteworthy piece of theatre to our theatrical community.
- The style of performance complements the genre of the show, even if it is a departure from traditional staging. -The production makes excellent use of its resources, whether vast or limited.

SCORE: 70-89 EXCELLENT

- The production reaches what it sets out to achieve, and its strengths outweigh its few weaknesses.
- Most of the production elements (acting, design, technical, etc.) work well together to create a cohesive, unified performance.
- The production displays some degree of creativity, attention to detail, risk-taking, and/or ingenuity.
- The production features several unique and/or creative characteristics, setting it apart from the average production.
- The style of performance generally works well for the genre of the show, even if it is a departure from traditional staging.
- The production makes good use of its resources, whether vast or limited.

SCORE: 50-69 GOOD

- The production reaches what it sets out to achieve, with enough strengths to outweigh its weaknesses.
- The production elements (acting, design, technical, etc.) work together adequately to create a cohesive performance. -The production adequately fulfills the requirements of the script in terms of acting, design, and technical elements. -The style of performance works for the genre of the show, even if it is a departure from traditional staging.
- The production makes adequate use of its resources, without being particularly innovative.

SCORE: 30-49 FAIR

- This production falls somewhat short of what it is trying to achieve, displaying more weaknesses than strengths.
- There is a general lack of cohesiveness and unity in this production.
- Some elements of this production (acting, design, technical, etc.) are not adequately realized to meet the needs of the script. -The style of performance—though promising—is not fully developed and does not carry through the entire show.
- This production could make better use of its resources (i.e. some things unrealistic for this theater's space, cast, etc.)

SCORE: 1-29 POOR

- It is unclear what this production is trying to achieve, and there are few, if any, strong points.
- This production feels disjointed and/or under-rehearsed.
- Most, if not all, of the production elements (acting, design, technical, etc.) are lacking in quality or development.
- The style of performance seemed to hinder this show, or was underdeveloped and unrealized.

- This production did not make appropriate use of its resources (i.e. set too large for a small space; choreography too difficult for the performers, etc.)