
Performance Day

Before Regionals, you will receive a schedule for all Hudson teams. When you find your team on the schedule, there will be two times and places listed. One time/place is for the Central Challenge and the second time/place will be for the Instant Challenge. First check and see which you are doing first. This always varies. Sometimes you will do your Instant Challenge first, then your Performance and other times will be reversed. Next, see how much time you have in between the two. Again, this can vary. Sometimes you may only have 30 minutes and other times you may have hours. Let parents know times and places and plan the day accordingly. Here are some tips to help the day go smoothly:

- Make sure that your team members arrive early enough to check all of their props/set pieces and have time to get into costume. You want to have enough time allotted just in case something is broken.

TIP: With the above in mind, make sure your kids bring a tool kit with replacement supplies and tools for fixing stuff.

- While your team checks their props/set pieces, you can find each performance room so you'll know how long it will take your team to go from one location to the other.

TIP: If you have less than one hour between your Instant Challenge and Performance times, then the team should stay together. Otherwise if you end up having a lot of time between performances, use your discretion and establish a time and meeting place right away.

REMEMBER: Adults can carry props/set pieces into the building, but **THEY CANNOT** fix anything even if they break something while carrying it. Officials do walk the halls and they will deduct points if they see an adult or manager helping in any way (like helping the team put something together, fixing something, or helping with makeup).

- For the Central Challenge, make sure you tell family/friends to reach the performance room at least 15 minutes before your scheduled time. If they arrive right at or after the performance time, they will **NOT BE ALLOWED** into the room and will miss the only performance they can see of their kids. Also, seating is “first come first serve”, so depending on the size of the room, they may not find a seat or good view.
- Remind family/friends that they cannot go and see the Instant Challenge nor can the kids talk to them about it afterwards. So, if your team is doing the Instant Challenge before their Central Challenge, family members have the option to come later since they cannot watch. For example, if your Instant Challenge time is at 10 am and your Central Challenge is at 1 pm, then anyone who wants to come and support the team doesn't need to arrive before 10 am, but can wait until noon.

TIP: For family members that are waiting, things they can do include watching other Hudson teams perform, watching other teams in the same challenge perform, or getting food ready for the team.

TIP: Ask one or more of the parents to videotape the performance. You'll be glad you did!

- If you are not one of the first teams to perform, we would suggest that your team watch at least one other performance in the room you are assigned. This will give the kids an understanding of the layout of the stage, acoustics, and where the judges and audience are sitting.
- Arrive at your performance room 20 minutes before your scheduled performance time. There will be an official at the door of the room who will check you in. The manager and team participate in this. At this time, the official will ask for your paperwork, ask questions related to the challenge, go over safety items, and tell you about the stage and launch area.

TIP: Team Manager hold onto all paperwork and give it to the officials when asked.

TIP: Make sure all cell phones, iPods, and electronics are collected before going onstage.

- When the time arrives, the official will open the door and the team and manager will enter the launch area marked onstage. At this time the team manager can give his/her team a final “good luck” and then must take a seat. Managers have seats reserved at each tournament.

TIP: If one of the kids is keeping time, before leaving remind him/her to set their watch.

- The team may have to wait 5 or more minutes in the launch area before the judges are ready, so relax. The judges are finishing their scoring for the preceding team and then need time to read your team’s paperwork so they are prepared to watch/judge your performance.
- Once the judges are ready, an official will begin the introductions. The official will announce your team and remind the audience of “do’s and don’ts”. The official will then ask if the team is ready. Then the official will ask if the judges are ready. Finally, the official will give the signal to start by saying “you may begin”, thereby officially starting the clock.

TIP: Your team can come up with a cheer or other response when asked if they are ready.

TIP: Make sure your team sets up near the front of the stage so people can more easily hear and see their performance.

REMINDER: Nobody in the audience can give any signs of help during the performance. For example, if a member of the audience puts his hand up to his ear to indicate that he can’t hear, then the team will have points deducted.

TIP: Have the kids end their performance with the word “TIME”. Its not mandatory, but nearly every team does this and it helps the judges know when you are done.

- Once the performance is done, the judges will come up and ask the kids questions. No adults including the team manager can help or be onstage during this time. After the judges are done asking questions, then adults and manager can come up and help the kids carry their stuff offstage.

TIP: Call and make reservations somewhere for the team to celebrate!

Scoring

Below is part of the scoring sheet you will get as a manager at the end of the tournament. Here is how your scores are calculated. To simplify the scoring for the judges, every category is scored based on 30 points. These will be handwritten scores shown in Column B below. In reality, each category has a unique point total (shown in Column A and may also be found in your Challenge description). For example, the first category below is the “Story”. It is broken into two subcategories, Creativity and Overall Quality. The Creativity of the story is worth 30 points while the Overall quality of the presentation is worth 40 points (see column A). In column B, the judges record their score based on a 30 point scale for each. So for the Creativity, the judges gave this team 26.25 points out of 30 points and gave them 15 points out of 30 points for Overall quality. To get your actual scores, the judges have to convert their 30 point scale to the actual point total scale for each category. This is done by dividing the judges score in Column B by the conversion factor in Column C. For the Creativity score, the judges scale of 30 points is the same as the actual point value, so no conversion is necessary and the judges score is simply divided by one. In contrast, the Quality score is actually worth 40 points, so the judges score based on 30 points needs to be converted to an equal score based on a 40 point scale. To do this, the judges score in Column B is divided by the conversion factor of 0.75 found in Column C. The result is your actual score of 20 found in Column D. Below the example, we can see that the judges score for Overall quality (15 points out of 30 points in Column B) is equal to the converted score (20 points out of 40 points in Column D). So Column D has the scores you can share with your team for each subcategory they were judged on. The conversion factors in Column C differ depending on how many points the subcategory is worth. Column E represents your total actual score for each main category. So adding the two subcategories together, we got 46.25 points out of a possible 70 points for the Story category.

	(A)	(B)	(C)	(D)	(E)
Central Challenge	Points (up to)	Raw Score Average	Scale (divide by)	Score	Subtotal
1 Story	70				
a. Creativity of the Story about a Secret.....	30	26.25	÷ 1 =	26.25	46.25
b. Overall quality of the Presentation.....	40	15.00	÷ 0.75 =	20.00	
2 Masquerade Character	40				
a. Theatrical portrayal of the Masquerade Character.....	20	15.00	÷ 1.5 =	10.00	27.17
b. Creativity and effectiveness of method(s) used to reveal the Masquerade Character's true identity.....	20	25.75	÷ 1.5 =	17.17	

15/30 = 50% 20/40 = 50%
They are the same!

Column A = Actual point totals for each sub category
(found in your Challenge writeup)

Column B = Judges score based on a 30 point scale

Column C = Conversion factor to change from a 30
point scale to actual point scale

Column D = Actual score

Column E = Actual subtotal score for the each main category

General DI Team Manager Checklist For Competition

Before Leaving

- Send email or call parents with time/room for your performance
- Confirm each family knows where and when their child needs to be at the site
- Assign parent(s) to bring snacks
- Exchange cell phone numbers with parents
- Assign parent(s) to find a place to eat/celebrate afterwards
- As a team, pack all props, costumes, and scenery (making a checklist for this can help)
- Five Copies of your completed Tournament Data Form (also known as the Judges Form)
- Two Copies of your completed Declaration of Independence Form
- Two Copies of your completed Expense Report and receipts
- Two copies of any Clarifications you have received
- Tool Kit with tools appropriate for fixing your team's props/costumes
- Spare parts bag appropriate for fixing your team's props/costumes
- Camera (or make sure a parent will photo/video event)
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During the Day

- Have the kids unpack and make sure their props/scenery/costumes are OK
(Parents can help carry stuff in, but can't help check or fix things)
- Visit your performance rooms
- Establish a meeting place and time
- Make sure the kids have left time to put on their costumes/makeup
- Collect your team's cell phones, ipods, etc BEFORE performances (or have parents hold them)
- Take a team picture sometime before any performance
- Ask the parents to help clear the stage afterwards and load the vehicles
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Aftwards

- Celebrate!