

## Rules for Diocesan Speech League Categories (updated 2014)

### Poetry Reading

Time limit is 3 to 7 minutes. (Includes introduction)

- *No chairs/desks/props/costumes*
- *No movement from the waist down*

The piece should be a published work of a poetic nature. It can be either serious or humorous. It may also be either rhyming or free-verse poetry, but should not be a piece of prose. Epic poems are allowed. It may be several short poems that relate to a theme or by one author. There should be a memorized introduction that sets the mood and/or scene for the piece and includes the title(s) and author(s). Limited movement from the waist up is allowed, but not required, in the introduction. Judges should not count off for lack of movement in the introduction. The piece should be read from a plain, dark colored **hard-cover binder**—preferably black or blue. Students are encouraged to look up and use expressions and gestures; however, the piece is to be mainly read—not memorized. There is to be no movement from the waist down, so feet should be firmly planted. Judging will be based on the student's interpretation of the piece through his/her voice control, facial expressions, hand gestures, and poise.

### Prose Reading

Time limit is 3 to 7 minutes. (Includes introduction)

- *No chairs/desks/props/costumes*
- *No movement from the waist down*

The piece should be a published work of a prose nature. It can be either serious or humorous in nature. There should be a memorized introduction that sets the mood and/or scene and includes the title and author. Limited movement from the waist up is allowed, but not required, in the introduction. Judges should not count off for lack of movement in the introduction. The piece is to be read from a plain, dark colored **hard-cover binder**—preferably blue or black. Students are encouraged to look up and use expressions and gestures; however, the piece is to be mainly read—not memorized. There is to be no movement from the waist down, so feet should be firmly planted. Judging will be based on the student's interpretation of the piece through voice control, facial expressions, hand gestures, and poise.

### **Humorous Interpretation**

Time limit is 3 to 7 minutes. (Includes introduction)

- *No chairs/desks/props/costumes*
- *Movement/blocking strongly encouraged*

The piece is to be a published work of a humorous nature that develops at least one character. It must be completely memorized, and include an introduction to set the mood and/or scene and give the title and author. The introduction may include limited movement, but should be distinct from the piece itself.

Judges should not count off for lack of movement in the introduction.

Movement within the piece is allowed and strongly encouraged and should complement the piece. NO chairs, tables, props or costumes are allowed.

Judging will be based on the student's interpretation of the piece through vocal control, facial/body expressions, use of space, and ability to act out the scene.

### **Dramatic Interpretation**

Time limit is 3 to 7 minutes. (Includes introduction)

- *No chairs/desks/props/costumes*
- *Movement/blocking strongly encouraged*

The piece is to be a published work of a serious nature that develops at least one character. It must be completely memorized, and include an introduction to set the mood and/or scene, and give the title and author. The introduction may include limited movement, but should be distinct from the piece itself.

Judges should not count off for lack of movement in the introduction.

Movement within the piece is allowed and strongly encouraged and should complement the piece. NO chairs, tables, props or costumes are allowed.

Judging will be based on the student's interpretation of the piece through vocal control, facial/body expressions, use of space, and ability to act out the scene.

## **Storytelling**

Time limit is 3 to 7 minutes. (Includes introduction)

- *One chair allowed; NO desks/props/costumes*
- *Movement/blocking strongly encouraged*

Storytelling is a published work that is appropriate for a five year old. It is to be memorized, include a memorized introduction to set the mood and/or scene, and give the title and author. The introduction may include limited movement, but should be distinct from the piece itself. Judges should not count off for lack of movement in the introduction. Movement within the piece is allowed and strongly encouraged and should complement the piece. One chair may be used, but no other props or costumes are allowed. The performer should present the piece to the audience as if they were kindergarten children. Judging will be based on the student's interpretation of the story through vocal control, facial/body expressions, use of space, and the ability to act out the story to make it come alive.

## **Oratory**

Time limit is 3 to 7 minutes. (Starts when the speaker starts)

- *No chairs/desks/props/podium/visuals*
- *Purposeful movement allowed*

Oratory is an informative or persuasive speech written by the student concerning an important event, philosophy, or idea. It does not require a formal introduction, as in other events (like Prose). However, the main idea should be clearly stated so that the audience knows the topic and is motivated to listen. It should have a clear beginning, middle, and end. A student's understanding of the topic is reflected in word choice, language usage, and above-average vocabulary. Supporting details, examples, and/or quotes are required and help create a more powerful speech. It must be completely memorized. The student may use purposeful movement, such as pacing or hand gestures, as long as it is used to stress a point. No usage of props, chairs, podiums, tables, or visual aids are allowed. The *topic* will not be judged, nor will the position the student chooses to take. Judging will be based on organization, supporting details, and delivery of the speech.

### **Duet Acting**

Time limit is 3 to 10 minutes. (Includes introduction)

- *Two chairs allowed; NO desks/tables/props/costumes*
- *Movement/blocking strongly encouraged*

A duet is a published work for two people. The piece should be completely memorized; it should also include a memorized introduction that sets up the mood and/or scene and gives the title and author. The introduction may include limited movement, but should be distinct from the piece itself. Judges should not count off for lack of movement in the introduction. Movement within the piece is allowed and strongly encouraged and should complement the piece. Two chairs will be allowed; however, no other costumes or props are permitted. Judging will be based on both students interpretation of the piece through vocal control, facial/body expression, use of space, and the ability of the two people to act out the scene.

### **TV Commercial**

Time limit is 1 to 3 minutes. (Starts when the first performer starts)

- *Props/Costumes/Chairs/Desks/Music (etc.) allowed*
- *Movement/blocking strongly encouraged*

TV Commercials are for one to three people. No introduction is necessary. The art of a commercial lies in the student's ability to say a lot about the product in a short amount of time. The product being presented must be an original idea of the team, not something taken from another source (such as spoofs from Saturday Night Live). Props, costumes, music, and anything else necessary to try to sell the product **will be** allowed, as long as it is good taste. Catchy jingles or phrases are encouraged. Judging will be based on originality, persuasiveness, creativity with props and costumes, vocal/facial/body expression, and use of space by the whole team. The commercial, props and costumes should be done in good taste and appropriate for a Catholic school environment.

### **Two-Man Improvisation**

Time limit is 5 minutes to prepare; 1 to 3 minutes to perform (Starts after the topic is given and the first performer starts)

- *Two chairs allowed; NO desks/tables/props/costumes*
- *Movement/blocking strongly encouraged*

The two-man team will be allowed to draw three topics of a humorous nature. Of the three, they must choose one topic and prepare for the skit in the hallway outside of the classroom (5 minutes allowed). The team must work on a beginning, middle, and end of the skit during this time. Once the team enters the room, they may not talk to each other, except during the skit. **Students will be given a 30 second warning at 2 min 30 sec and will be asked to STOP at 3 minutes** if they do not wrap up the skit on their own prior to that. Judging will be based on creativity, character/plot development, balance of roles, and how well the team works together.

Sportsmanship is...

\*It is the practice of playing fair, of taking defeat without complaint or victory without gloating and treating opponents with respect, generosity, courtesy, etc.

It is a demonstration of generosity and genuine concern for others. It is a concrete measure of the understanding and commitment to fair play, ethical behavior and integrity.

\*\*It is a blending of cheers for "your team" and applause for the "opponents," observing the letter and spirit of the rules and showing consideration for others.

\*Respect for others and for one's self. It is all this and much more!

\*\*For a coach, sportsmanship may be accepting a "questionable" rating without protest.

For a participant, it may be extending a helping hand to an opponent who is down.

\*\*For a spectator, it may be cheering for his team when it loses, and applauding the opponent when it wins.

For a judge, it may be showing restraint when verbally assaulted by coaches, speakers, and spectators.

\*\*Sportsmanship encompasses all that which is good in human nature.

\*Sportsmanship is citizenship in action.