- 2. Use **NUMBERS** (1,2,3,4,5) as suggested in each block and then **TOTAL** all numbers placed on the line **MARKED** total points. 3. Each judge should total **ALL POINTS** before passing the **SHEETS** in, if possible.
- 4. The **TABULATOR** or a designated brother should re-check the **COUNT** of total points for <u>accuracy</u>.
- 5. The maximum **NUMBER OF POINTS** in the chart below which a participant may receive **CANNOT** exceed 50 and a participant may **NOT** receive less than 10 points.
- 6. ALL RATING SCALE sheets MUST remain with the Local or District Talent Hunt Chairman.
- 7. Copy of score must be provided to become winner.

,						
Chapter						
Contestant						
Title of Drama - Reading						
Author						
	Poor (1)	Fair (2)	Good (3)	Excellent (4)	Superior (5)	Total Points
VOICE QUALITY						
PROJECTION						
PERSONALIZATION (CREATIVITY)						
DELIVERY						
RHYTHM-PACE-TEMP						
CHARACTERIZATION						
STAGE PRESENCE						
MEMORIZATION						
SELECTION						
OVERALL EFFECT						
/OICE QUALITY						
PROJECTION						
PERSONALIZATION (CREATIVITY)						
DELIVERY						
RHYTHM-PACE-TEMP						
CHARACTERIZATION	· · · · · · · · · · · · · · · · · · ·	· · · · · · · · · · · · · · · · · · ·				
STAGE PRESENCE				<u></u>		
MEMORIZATION				_		
SELECTION						
OVERALL EFFECT				_		
OVERALL EFFECT						

NO. OF POINTS FROM LAST COLUMN ADJUDICATOR\_

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### **FOR DANCE**

1.Use one (1) for each participant.

7. Copy of score must be provided to become winner.

- 2.Use NUMBERS (1,2,3,4,5) as suggested in each block and then TOTAL all numbers placed on the line MARKED total points.
- 3. Each judge should total ALL POINTS before passing the SHEETS in, if possible.
- 4. The TABULATOR or a designated brother should re-check the COUNT of total points for accuracy.
- 5. The maximum NUMBER OF POINTS in the chart below which a participant may receive CANNOT exceed 50 and a participant may NOT receive less than 10 points.
- 6. ALL RATING SCALE sheets MUST remain with the Local or District Talent Hunt Chairman.

• *	•		
Chapter			

Contestant	
Title of Dance_	

Composition\_\_\_\_\_ Composer \_\_\_\_\_

	Poor (1)	Fair (2)	Good (3)	Excellent (4)	Superior (5)	Total Points
TECHNIQUE						
USE OF SPACE						
INTERPRETATION						
COSTUMING						
RHYTHM – TIME – PACE						
DYNAMICS						
STAGE PRESENCE						
QUALITY OF PRESENTATION						
APPROPRIATENESS OF WORK SELECTED						
OVERALL EFFECT						

TOTAL NO. OF TECHNIQUE	POINTS FROM LAST COLUMN ADJUDICATOR DYNAMICS
USE OF SPACE	STAGE PRESENCE
INTERPRETATION	QUALITY OF PRESENTATION
COSTUMING	APPROPRIATENESS OF WORK SELECTED
RHYTHM – TIME – PACE	OVERALL EFFECT



## FOR INSTRUMENTAL SOLO (CLASSICAL | SEMI CLASSICAL | JAZZ | GOSPEL)

(Please Circle One)

- 1. Use one (1) for each participant.
- 2. Use NUMBERS (1,2,3,4,5) as suggested in each block and then TOTAL all numbers placed on the line MARKED total points.
- 3. Each judge should total ALL POINTS before passing the SHEETS in, if possible
- 4. The TABULATOR or a designated brother should re-check the COUNT of total points for accuracy.
- 5. The maximum NUMBER OF POINTS in the chart below which a participant may receive CANNOT exceed 50 and a participant may NOT receive less than 10 points.
- 6. ALL RATING SCALE sheets MUST remain with the Local or District Talent Hunt Chairman.
- 7. Copy of score must be provided to become winner.

Chapter		
Contestant		
Instrument_		
Composition	Composer	

	Poor (1)	Fair (2)	Good (3)	Excellent (4)	Superior (5)	Total Points
TONE						
INTONATION						
INTERPRETATION						
TECHNIQUE						
RHYTHM						
DYNAMICS						
DEGREE OF DIFFICULTY						
MUSICAL EFFECT (ARTISTRY, FLUENCY)						
STAGE PRESENCE						
MEMORIZATION						

### TOTAL NO. OF POINTS FROM LAST COLUMN ADJUDICATOR\_\_\_\_\_

TONE	DYNAMICS
INTONATION	DEGREE OF DIFFICULTY
INTERPRETATION	MEMORIZATION
TECHNIQUE	MUSICAL EFFECT (ARTISTRY, FLUENCY)
RHYTHM	TOTAL EFFECT



## FOR PIANO SOLO (CLASSICAL | SEMI CLASSICAL | JAZZ | GOSPEL)

(Please Circle One)

- 1. Use one (1) for each participant.
- 2. Use NUMBERS (1,2,3,4,5) as suggested in each block and then TOTAL all numbers placed on the line MARKED total points.
- 3. Each judge should total ALL POINTS before passing the SHEETS in, if possible
- 4. The TABULATOR or a designated brother should re-check the COUNT of total points for accuracy.
- 5. The maximum NUMBER OF POINTS in the chart below which a participant may receive CANNOT exceed 50 and a participant may NOT receive less than 10 points.
- 6. ALL RATING SCALE sheets MUST remain with the Local or District Talent Hunt Chairman.
- 7. Copy of score must be provided to become winner.

Chapter
Contestant
Title of Selection_
Composer

	Poor (1)	Fair (2)	Good (3)	Excellent (4)	Superior (5)	Total Points
PEDAL TECHNIQUE						
EXPRESSION						
CLARITY						
INTERPRETATION						
TECHNIQUE						
RHYTHM						
DYNAMICS						
DEGREE OF DIFFICULTY						
STAGE PRESENCE						
MEMORIZATION						

# PEDAL TECHNIQUE RHYTHM EXPRESSION DYNAMICS CLARITY DEGREE OF DIFFICULTY INTERPRETATION STAGE PRESENCE TECHNIQUE MEMORIZATION



## FOR VOCAL SOLO (CLASSICAL | SEMI CLASSICAL | JAZZ | GOSPEL)

(Please Circle One)

- 1. Use one (1) for each participant.
- 2. Use NUMBERS (1,2,3,4,5) as suggested in each block and then TOTAL all numbers placed on the line MARKED total points
- 3. Each judge should total ALL POINTS before passing the SHEETS in, if possible.
- 4. The TABULATOR or a designated brother should re-check the COUNT of total points for accuracy.
- 5. The maximum NUMBER OF POINTS in the chart below which a participant may receive CANNOT exceed 50 and a participant may NOT receive less than 10 points.
- 6. ALL RATING SCALE sheets MUST remain with the Local or District Talent Hunt Chairman.
- 7. Copy of score must be provided to become winner.

Chapter
Contestant
Title of Selection
Composer

	Poor (1)	Fair (2)	Good (3)	Excellent (4)	Superior (5)	Total Points
TONE						
DICTION						
INTONATION						
INTERPRETATION						
TECHNIQUE						
RHYTHM						
DYNAMICS						
DEGREE OF DIFFICULTY						
STAGE PRESENCE						
MEMORIZATION						

# TOTAL NO. OF POINTS FROM LAST COLUMN ADJUDICATOR\_\_\_\_\_\_ TONE RHYTHM DICTION DYNAMICS INTONATION DEGREE OF DIFFICULTY INTERPRETATION STAGE PRESENCE TECHNIQUE MEMORIZATION



## FOR VISUAL ART - PAINTING, SCULPTIRE, DRAWING & PHOTOGRAPHY

- 1. Use one (1) for each participant.
- 2. Use NUMBERS (1,2,3,4,5) as suggested in each block and then TOTAL all numbers placed on the line MARKED total points.
- 3. Each judge should total ALL POINTS before passing the SHEETS in, if possible.
- 4. The TABULATOR or a designated brother should re-check the COUNT of total points for accuracy.
- 5. The maximum NUMBER OF POINTS in the chart below which a participant may receive CANNOT exceed 50 and a participant may NOT receive less than 10 points.
- 6. ALL RATING SCALE sheets MUST remain with the Local or District Talent Hunt Chairman.
- 7. Copy of score must be provided to become winner.

Chapter	
Contestant	
Judged by	
Checked by	

	Poor (1)	Fair (2)	Good (3)	Excellent (4)	Superior (5)	Total Points
Originality: Exhibits creativity						
Craftsmanship: Artist skill in use of material						
<b>Elements of Arts:</b> Line, color, space, form, media, texture						
<b>Composition:</b> Use of forms or abstract techniques						
Unity & Variety: Balance of elements, repetition, visual rhythm						
<b>Medium &amp; Texture:</b> Appropriate use of material & textures						
Use of Space: Perspective and mass						
<b>Presentation:</b> Appearance, complimentary framing and/or mounting						
<b>Degree of Difficulty:</b> Appropriate for artist's maturity and ability						
Message Content: Message/emphasis						

TOTAL NO. OF POINTS FROM LAST COLUMN ADJUDICATOR	
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Poor (1) - Unsatisfactory Fair (2) - Basic Weakness

Good (3)- Lacking Finesse and/or Interpretation

Excellent (4) – Minor Defect

Superior (5) – Outstanding in Nearly Every Detail