

High School Jesters Improv League Scoring Rubric

	Good Example	Bad Example
Confidence	Confidence measures a team and performer's purpose and execution in a scene or game.	
	Their presence was felt	They were forgettable
	Their voice was heard	Could not hear them
	Their contribution to the scene was justified	No justification for their role in a scene
	Every performer on the team were equal	One or more performers stood out, the rest did not
	Performers give and take focus fluidly	Performers are sitting back and not driving action
Improvisation Technique	Improv Techniques scores all of the core essentials that improvisation practices.	
	Actors accept w/o hesitation and say Yes	Denials and Questions
	Working together as a team, creates relationships with teammates	Selfishness disrupts teamwork and flow
	Creating a Setting: Who, What, Where, etc	We never learn who, what, where, etc
	The story develops with conflict	The story doesn't go anywhere
	There is creativity and imagination	Ideas are lacking or similar
	Performers create clear characters with whole body	Characters are underdeveloped, Talking heads, breaking character
Entertainment (Overall Performance) and content	Is the team entertaining the audience?	
	They are facing the audience and engaging	Their backs are turned and closed off
	They are all committed to the scene	1 or more are lackadaisical in their approach
	Audience is comfortable with the content	Inappropriate content
	Performers have high energy	Performers are lacking energy and focus
	The overall effect is a unified performance	The overall effect is inconsistent

High School Jesters Improv League Scoring Definitions

10	Perfect	This could not have been performed any better.
9	Excellent, Not Perfect	This is close to perfect but was missing possibly one step.
8	Very Good	This is very well executed, but lacked covering EVERY aspect of the category.
7	Adequate	This is substantial work but missing several key areas that are necessary to achieve a stellar performance.
6	Above Average	This is slightly above average but still needs a lot of work before perfection.
5	Average	Some things are done well and some poorly. Inconsistencies occurred throughout the game and scene.
4	Below Average	Most things are poorly done. Shows signs of potential, but rarely capitalized.
3	Some Effort	Only a moment or two during the scene showed effort, but severely lacked the rest of the scene.
2	Slightly Above Poor	This shows that the team showed they had an idea and the knowledge to perform well, but they chose not too.
1	Poor	This is as if the team and/or performers had no clue what they were doing on stage. No effort or knowledge was exercised.