

# Style

1. Understand all of the things that can be judged.
  - a. backdrops, costumes, a prop, humor, creative use of materials, effectiveness, drawings, artwork, technical pieces, how something works, original music, etc.
2. Have a well thought out idea before your start putting items together.
3. Everything you create should have a point in your play. This should always be explained in great detail on your style paperwork. Explain why something is the way it is. See sample style paperwork.
4. Find trash or very cheap items in large quantities to "create" something unique. Paint chips on a backdrop, coffee filters, pine cones, plastic grocery bags, soda cans, etc.
5. Make at least one fantastic costume for a primary character out of unusual items. We've used VCR tapes, napkins, plastic parts used to hang Christmas lights from your home. About anything can work.
6. Have a couple of pieces that are top quality. Spend lots of time on those couple of pieces.
7. Have your 3-5 most artistic people work on style while others are building/engineering other items. It's ok to split up in teams.
8. Choose style according to what is truly unique and exciting about your solution. Don't explain as simply as membership sign unless the entire sign is exceptional compared to all other membership signs the judges may see.
9. Be creative in the materials you select in construction. Think brown construction paper isn't very creative for use in covering an animal, but perhaps brown grocery bags cut into strips and frayed at the end used as animal hair may score well.
10. Make props that can serve multiple purposes. They can be turned into something else quickly by making small adjustments, flipping them over, turning them around, pull a string to unravel something, move props from one backdrop to another to change them.
11. Eye catching pieces seem to score higher.
12. Use someone's special talent to do/make something outstanding. A super realistic painting, a musical piece, etc.
13. Add a technical piece, regardless of the problem.