Previs Contest Scoring Rubric

		3 Points	2 Points	1 Point	0 Points
ADMINISTRATIVE	Song Length	Song is Between 2-5 minutes	Song is within 5 seconds of limits	Song is within 8 seconds of limits	...ng is greater than 8 seconds of limits. (10 seconds or longer = disqualification)
	Proof of Eos	Submitted	(There are no points for this - if you don't provide it, you will be disqualified)		
	Entered by Deadline	Ontime	(There are no points for this - if you don't meet the deadline, you will be disqualified)		
PROGRAMMING	Are there visible marking problems?	None	Only a few	Many	Perhaps this contestant doesn't know what marking is...
	Did the contestant show restraint in their choices, or was it a free-for-all	All choices seem purposeful, the rig was used effectively	There were some moments of craziness, but for the most part, it felt like the choices were purposeful.	There were lots of things that took away from the storytelling of the show	You know, you don't need to use every single light in every single color in every single cue
	Do the changes throughout the song follow the music? Are they timed well, on beat, etc. (Including FX)	Yes	Mostly	Sometimes	Effects seem randomly placed/irratic.
	Was attention given to color fades? Are there any obvious color fade problems?	No visible color fade issues, or at least none that looked accidental.	Some color fading issues	Color fading issues throughout	-
ARTISTIC / STORYTELLING	Does the overall feel of the cueing match the moods and emotions of the chosen song?	Always	Sometimes	Rarely	Never
	Do the intensity fades and changes successfully tell the story of the chosen song?	Always	Sometimes	Rarely	Never
	Do the colors chosen successfully tell the story of the chosen song?	Always	Sometimes	Rarely	Never
	Do the templates/gobos, iris/zoom, and edge choices successfully tell the story of the chosen song?	Always	Sometimes	Rarely	Never
	Are there clear motifs and themes used in the cueing throughout?	Always	Sometimes	Rarely	Never
MISC	Was attention given to physics?	Yes - all scenic moves and actor moves could happen in real life.	Mostly - some of the transitions and movements would be hard to accomplish in real life	Barely - people were flying all over the place or the bus was crashing through the scenery, etc etc	No, it's like outer space in here