Guidelines for Audience Judges:
- **Come up with a name for your judging team. We will ask you at the start of the show.**
- **PLEASE do not discuss your judging decisions with audience members during the performance, e.g. at Intermission.**

Teller Rules:
- Stories must be true, personal stories that happened to the teller, not a friend of the teller or family member.
- Tellers' stories should address the theme in some way.
- Tellers have five minutes, plus a one-minute grace period. The time will begin the moment the teller addresses the audience verbally or non-verbally. **A teller who goes over should be severely docked**.
- No notes, instruments, or props.

What to be looking for:

Story Construction	Story has a beginning, middle and end. Story has an arc; it builds to a climax, then reaches resolution. Story builds to an intangible idea or universal truth. The story is about the teller, not a friend or relative; it could be about how the teller reacts to a situation, but still, it is *about* the teller. Teller uses audience-appropriate language in a compelling way.	A story that lacks good construction might: • Be confusing – where is this? When is this? What is going on? • Ramble; have no point. • Make a big deal out of nothing; feel exaggerated. • Be conveyed in an inarticulate manner; have poor word choices, technical words or slang with no "translation." • Have you wondering, "And why exactly are you telling me this?"
Adheres to the Theme	Story recounts an experience that literally or metaphorically addresses the theme of the slam. The theme of the slam is central to the story.	A story that does not adhere to the theme might: • Not clearly address the theme or might address the theme only in a most cursory fashion. • Include the words of the theme but offers little else to do with the theme.
Delivery	The teller tells the story in an engaging way that helps create some kind of connection with the audience. The teller can be heard. The teller makes eye contact with the audience in a way that feels natural and appropriate. The teller's non-verbal body language "supports" the telling of the story. The teller does not use notes.	A teller with weak delivery might: • Not make eye contact with the audience at all. • Be inaudible. • Seem rote, memorized to the point that the audience seems irrelevant. • Respond inappropriately to the audience – disrupting the story flow, losing h/her place; unfocused; random. • References a cheat sheet.
Respects Time limit	Teller wraps up story after the five-minute whistle but before the six-minute whistle sounds.	A teller who does not meet the time limit will be: • Cut off by the six-minute (second) whistle. We will still score this person, but PLEASE dock them significant points.

After the teller has told, please score them on a scale of 0.0 to 10.0 … It is important that you use 10ths, e.g. 7.8, 8.8, 9.5, etc.
- PLEASE write your numbers LARGE so the emcee can see them!
- We will record all scores, eliminate the highest and lowest scores, then add the three remaining scores to get the tellers TOTAL.