2026 Drama

State Drama Representation

1. No more than the top 1/3, or any fraction thereof, of the entries that complete all rounds of an event at district drama will advance to State.
2. State qualifiers shall be determined by a cumulative two or three-round ranking and rating. If a tie exists in the last qualifying position, both entries may advance.
3. Honest Effort: If a participant does not finish all rounds at District, he/she may be included in the count that determines the number of state qualifiers, provided the tournament manager determines that the non-finish was due to emergency circumstances beyond the student's control.

District-to-state Representation

1-3	=	1 qualifier	13-15	=	5 qualifiers
4-6	=	2 qualifiers	16-18	=	6 qualifiers
7-9	=	3 qualifiers	19-21	=	7 qualifiers
10-12	=	4 qualifiers	22-24	=	8 qualifiers

Alternates

1. Alternates shall be determined at the district tournament. Each district may designate two official alternates for each event, provided they received a superior or excellent rating at the district tournament.
2. If a qualifying entry cannot attend State, an official district alternate will be entered, but will not receive redraw rights.
3. Alternates will not be entered if the number of district qualifiers exceeds allowed representation due to ties in the last qualifying position.
4. Drops shall be reported to the IHSAA and changed online by noon on the Wednesday preceding State. Drops reported after that time will result in a fine being levied against the school (see speech arts general regulations).
5. Alternates replacing late drops will be entered up to the start of the first round at State. First choice will be the alternates from the district reporting the drop. If that alternate is not available, another will be randomly drawn from a pool of available district alternates, first from the #1 alternates' pool and then from the #2 alternates' pool.
6. Schools choosing to bring official district alternates to the state tournament must register them upon arrival at the tournament site.

Entry Limitations – District & State

1. At district and state tournaments, students may enter a maximum of three events as follows:
   a. two acting and one technical theatre event, or
   b. two technical theatre and one acting event
2. Students may enter an event only once.
3. At district tournaments, schools may enter a maximum of four entries per acting event.
4. At district tournaments, schools may enter a maximum of twelve technical entries in any combination with a maximum of four entries per category.

State Drama Tournament Rounds / Sectioning

1. Acting events shall have two or three preliminary rounds with one judge. Three judges are used in semifinal & final rounds.
2. Technical Theatre events shall have one preliminary round with two or three judges. The final round uses three judges.
3. The number of preliminary rounds sections will depend on the total number of entries. Sectioning priorities will be followed to the extent possible:
   a. Entries will be randomly placed into sections of 5-8.
   b. Entries will not be in the same section as teammates.
   c. Entries will compete against different entries each round.
   d. Performance order should rotate each round.

Use of Materials

1. Material presented shall be appropriate for competition and public performance by high school students. Materials presented should have legal copyright steps taken for competition, such as rights from playwright or licensing for competition if applicable and needed. Coaches should document any necessary materials and bring them with the script to competition. A signed Principal's Approval Form must be submitted to both district and state managers to verify the principal's approval of all material presented by his/her students. The assumption by district and state staff is that the signed form also verifies that the coach has received the copyrighted approvals for their school's pieces. Proof of licensing or copyright evidence may be requested.
2. Materials and/or presentations may not be altered significantly from round to round or from district to state.
3. Contestants may not use any material that they have competitively performed at any previous years' competition.
4. Plagiarism is prohibited. Plagiarism shall be defined as an exact or near exact replication of a work, idea or performance with or without giving the artist(s) credit.
   a. Technical Theatre
      All Technical Theatre entries should identify the source material that informs/inspires their design (such as a script, story, or concept). Students should also provide a brief explanation of the creative choices they made to personalize or reinterpret the material. This requirement ensures transparency while recognizing that many design elements are inherently tied to the narrative and therefore may resemble traditional interpretations.
   b. Originals & Pantomime
      Follows current plagiarism rules.
   c. All other Acting Events
      Scenes and songs must be from a single published, nonpublished, or copyrighted script not written by a high school student. Recordings or videos shall not be used as the primary source. 'Script' shall refer to plays, librettos, ballets, film and television scripts, song lyrics, and cuttings from literature. Any blocking, movement, or physical actions explicitly included in the published script should not be considered plagiarism
5. Coaches must produce scripts and/or source materials upon request from tournament management.

Grounds for Disqualification at District and State

The following are grounds for disqualification from an event:

1. One or more rounds of "no show"
2. Violation of "Use of Materials Rules" above
3. Violation of the weapons rule
4. Any outside assistance in any event
   a. Outside assistance is defined as: (1) any assistance given by a student, model, judge, parent or adult beyond the registered number of contestants for the individual entry once the round has begun; (2) any assistance given beyond the registered technical theatre contestants toward the construction of required technical elements for properties and costume design

and (3) any application of makeup and hair prior to the application round during district and state tournaments.

Note: Judges do not disqualify competitors. Violations shall be reported to tournament manager for appropriate action. Any other rule violation shall be considered a "minor violation" and shall result in dropping one rank.

Timing Regulations

1. Timing violations in preliminary rounds will result in being dropped one rank. There are no "grace periods".
2. Timing penalties are not given in semifinals and finals.

Evaluation Scores

Entries receive two scores from each judge:

Rank - Entries shall be evaluated against one another and ranked 1, 2, 3, 4, 4, 4, etc. There can be only one first, one second, and one third. All other entries shall be ranked fourth.

Rate - Entries shall also be evaluated against a standard of performance and rated as Superior, Excellent, Above Average, Average, Below Average or Underprepared according to performance quality. Any rating may be awarded to more than one entry. "6" will be the lowest rate given in semifinals or finals at State.

Rating Scale

10 – Superior
9 – Excellent
8 – Above Average
7 – Average
6 – Below Average
5 – Underprepared

Determining Advancement at State Drama

1. Semi-Finals (Acting Events)
   a. The top 16 entries from preliminary rounds will be selected by rank and rate totals. Ties will be broken by the parameters set in the tabulation software.
   b. Two semi-final sections will be set by dividing the power based on preliminary rounds rank totals, and then rating totals as needed.
2. Finals
   a. (Acting Events) The top four speakers in each semi-final section will advance to the final round. Selection will be based on: 1) rank totals, 2) rating totals, 3) judge preference in the semifinal round, 4) preliminary round rank and rate totals (#2 - #4 in case of ties).
   b. (Technical Events) The top 8 (7-9 to accommodate ties) entries from preliminary rounds will advance to the final round. Selection will be based on: 1) rank totals, 2) rating totals, 3) judge preference in the preliminary round (#2, #3 in case of ties). Tech entries that advance to finals will be awarded both semifinal and final points.
   c. Final round results will be based on: 1) rank totals, 2) rating totals, 3) judge preference in the final round, 4) semifinal rank totals, 5) semifinal rate totals, 6) preliminary rounds rank totals, 7) preliminary rounds rate totals (#2 through #7, will be used in case of ties).

Determining Team Champions

1. Team winners are determined by event finish. Points listed are the maximum possible.

Acting:

1st place	5 points	semifinalist	2 points
2nd place	4 points	all finalists	1 point
3rd place	3 points		

Tech:

1st place	5 points	all finalists	2 points
2nd place	4 points		
3rd place	3 points		

2. A tie for team placement will be broken by: a) number of entries breaking to finals, b) most first place finishers, c) number of entries breaking to semi-finals, d) squad efficiency.

ACTING EVENTS

Solo Humorous	Solo Serious	Musical Theatre
Ensemble Humorous	Ensemble Serious	Pantomime
Original Humorous	Original Serious	Solo Audition
Solo Musical Theatre		

General Rules–Acting Events

1. Makeup, costumes, and props are optional and shall not be part of the evaluation. Props are not allowed in pantomime.
2. Ensembles are composed of 2-5 actors.
3. Time limits include set-up, intro, performance and strike.
4. Competitors shall receive no outside assistance once the round has started.
5. Presentations may not contain more than 25% singing, *except* the Musical Theatre category.
6. Props as Weapons
   a. The use of real weapons is prohibited.
   b. Anything representing firearms must be made of unpainted, undecorated wood or cardboard.
   c. Anything representing knives or bladed weapons must be made of unpainted, undecorated wood, foam or cardboard and must not have moving parts, sharp points or sharp edges.
   d. Anything that represents any other weapon, must be made of wood, foam or cardboard and must not have moving parts, sharp points or sharp edges.
   e. Anything that represents a weapon or could be used as such must be checked in at the tab desk immediately upon arrival to the tournament by the head coach.
   f. Any prop that is not represented as a weapon but is used in a threatening manner must be checked in and approved by the tab desk.
   g. When checking in props, coaches or students must present and/or explain how the prop will be used in a round. All checked props will be marked as approved.
7. Discharge of any type of dispersing machine or pyrotechnic device (i.e., fog machine, flash pot) is prohibited. Violation of this rule will result in immediate disqualification. Airbrush equipment and aerosols may be used during the makeup process under the supervision of the assigned proctor.
8. The performance will be staged for ¾ arena or proscenium with the acting area not larger than 15 feet by 15 feet.
9. Recording of a competitor's performance in any format, photographs or video, during the rounds is strictly prohibited.

Ensemble Acting - Humorous / Serious

Time Limits: 2-10 min.

1. Scenes and songs must be from a single published, nonpublished, or copyrighted script not written by a high school student. Recordings or videos shall not be used as the primary source. 'Script' shall refer to plays, librettos, ballets, film and television scripts, song lyrics, and cuttings from literature. Any blocking, movement, or physical actions

explicitly included in the published script should not be considered plagiarism.

2. The emphasis shall be on acting and direction rather than on technical aspects (lighting, makeup, stage setting, etc.).

Ensemble Acting - Musical Theatre

Time Limit: 2-10 min.

1. Scenes and songs must be from a single published, nonpublished, or copyrighted script not written by a high school student. Recordings or videos shall not be used as the primary source. 'Script' shall refer to plays, librettos, ballets, film and television scripts, song lyrics, and cuttings from literature. Any blocking, movement, or physical actions explicitly included in the published script should not be considered plagiarism.
2. The emphasis shall be on acting, singing and movement rather than on technical aspects (lighting, makeup, stage setting, etc.) and may include dialogue.
3. Students may perform *a cappella*, or will provide recorded instrumental accompaniment without vocals. No live instrumental accompaniment shall be allowed.
4. Students will provide their own sound equipment.

Solo Acting - Musical Theatre

Time Limit: 2-6 min.

1. Scenes and songs must be from a single published, nonpublished, or copyrighted script not written by a high school student. Recordings or videos shall not be used as the primary source. 'Script' shall refer to plays, librettos, ballets, film and television scripts, song lyrics, and cuttings from literature. Any blocking, movement, or physical actions explicitly included in the published script should not be considered plagiarism.
2. The emphasis shall be on acting, singing and movement rather than on technical aspects (lighting, makeup, stage setting, etc.) and may include dialogue.
3. The student may perform *a cappella*, or will provide recorded instrumental accompaniment without vocals. No live instrumental accompaniment shall be allowed.
4. The student will provide their own sound equipment.

Solo Acting - Humorous / Serious

Time Limit: 2-6 min.

1. Scenes and songs must be from a single published, nonpublished, or copyrighted script not written by a high school student. Recordings or videos shall not be used as the primary source. 'Script' shall refer to plays, librettos, ballets, film and television scripts, song lyrics, and cuttings from literature. Any blocking, movement, or physical actions explicitly included in the published script should not be considered plagiarism.
2. The student may act the part of one or more characters.

Original Acting - Humorous / Serious

Time Limits: 2-10 min. - ensembles; 2-6 min. - solos

1. Original Acting scenes must be written and dated by a current high school student or students, although not necessarily by the student(s) who are performing them.
   a. Original scenes will be considered ineligible for Original events after use in a singular competition season, but may be used in Ensemble and Solo acting events in subsequent years.
2. The student(s) may act the part of one or more characters.
3. Ad-libbing and/or improvisation are not permitted.
4. Originality of Work: The use of plagiarized content, including but not limited to copied text, dialogue, or plots from pre-existing works (books, plays, movies, or online content) is strictly prohibited. Scripts/pieces that are found to contain plagiarized materials will be found to have violated the "Use of Materials".
   a. Paraphrases and parodies of existing scripts are prohibited and will be considered plagiarism
   b. Definition of parody: a literary or musical work in which the style of an author or work is closely imitated for comic effect or in ridicule.
   c. Definition of paraphrase: a restatement of a text, passage, or work giving the meaning in another form.

Pantomime

Time Limits: 2-6 min.

1. Pantomimes may be performed as a solo or an ensemble.
2. No properties or costumes shall be allowed. All competitors must wear all black. Each intentional use of clothing or prop will result in a drop in rank. Intentionally moving a prop or clothing to address a safety or modesty concern during a performance shall not result in a drop in rank.
3. Pre-recorded instrumental music and/or sound effects may be used.
4. No human vocal sounds, live or recorded, are allowed.
5. With the exception of "OH" and "AH", all mouthing of words is prohibited.
6. A maximum of three black cubes (16" – 18") may be used during the performance. The cubes will be made available by the tournament host for each Pantomime room. Cubes may not be intentionally moved once the contestant completes the introduction
7. A printed title and the contestant's entry code of the presentation must be used only to introduce the piece.
8. Pantomime scripts/routines can be original or adapted from plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.

Solo Audition

Time Limits: 2-5 min.

1. The contestant acts the part of a character in each of two contrasting pieces. Choices may include serious v humorous; modern v classical; contrasting characters, etc.
2. Scenes and songs must be from a single published, nonpublished, or copyrighted script not written by a high school student. Recordings or videos shall not be used as the primary source. 'Script' shall refer to plays, librettos, ballets, film and television scripts, song lyrics, and cuttings from literature. Any blocking, movement, or physical actions explicitly included in the published script should not be considered plagiarism.

TECHNICAL THEATRE

Technical Theatre is composed of four categories in which contestant displays support the action on the stage.

General Rules - Technical Theatre

1. All technical entries must fit into an 8'x8'x10' area and must be able to fit through a standard double door.
2. A maximum of two (2) student-contestants may design, construct, assemble and present a single technical entry. Only the two student-contestants are allowed to assemble the

technical element(s) and display at competitions. One (1) additional high school student model may be used to model a costume design, makeup design, or property. The model may not speak in the presentation, and must be asked to move (in order to model the design) by the student-contestants.

3. Contestants must be available for interviews during the judging period and must be prepared to answer questions from the judges.
4. If a contestant's presentation exceeds 8 minutes they will be dropped in rank. Total time for each entry (including judges' questions) must not exceed 15 minutes. The timing for technical presentations will begin when the contestant starts their presentation, not upon entering the space or setting up their materials. Technical theatre contestants will be given a time signal indicating 1 minute remaining.
5. Contestants must provide a summary (at least one paragraph in length) of the script and the student's intentions in preparing the entry. The summary may be displayed or handed to the judge. The summary must include: a) the production concept; b) type of stage; c) title of the script for which the entry was produced. The production concept is defined as the central creative idea that unifies all design aspects of the production.
6. The contestant's entry code must be displayed.
7. Props as Weapons
   a. The use of real weapons is prohibited.
   b. Anything representing firearms must be made of unpainted, undecorated wood or cardboard.
   c. Anything representing knives or bladed weapons must be made of unpainted, undecorated wood, foam or cardboard and must not have moving parts, sharp points or sharp edges.
   d. Anything that represents any other weapon, must be made of wood, foam or cardboard and must not have moving parts, sharp points or sharp edges.
   e. Anything that represents a weapon or could be used as such must be checked in at the tab desk immediately upon arrival to the tournament by the head coach.
   f. Any prop that is not represented as a weapon but is used in a threatening manner must be checked in and approved by the tab desk.
   g. When checking in props, coaches or students must present and/or explain how the prop will be used in a round. All checked props will be marked as approved.
8. Discharge of any type of dispersing machine or pyrotechnic device (i.e., fog machine, flash pot) is prohibited. Violation of this rule will result in immediate disqualification. Airbrush equipment and aerosols may be used during the makeup process under the supervision of the assigned proctor.
9. Recording of a competitor's performance in any format, photographs or video, during the rounds is strictly prohibited.
10. Script shall refer to plays, librettos, ballets, film and television scripts, song lyrics and cuttings from literature.

Technical Theatre Events

1. **Scene Design**: Hand or computer-generated renderings and/or models for one script with a floor plan, or light plots, or examples of special staging effects.

2. **Costume Design**: A set of hand or computer-generated renderings (including swatches) for three characters of a script and one student-contestant constructed/assembled costume for one of those characters.
   a. Wigs are optional and if included, will be considered as costume. Wigs may be pre-styled.
   b. Makeup shall not be included as part of a costume.
   c. Costumes are expected to be designed and appropriate for the high school level. Bare skin or nude-colored coverings shall not be part of the costume from below the armpits to the fingertips in the front, nor from below the natural waist to the fingertips in the back. If colored, sheer material is used, it must not appear as bare skin from a distance. If a costume does not meet the guidelines, it must be presented on a mannequin or dress maker form and not a live model.

3. **Makeup:** Hand or computer-generated renderings and/or photographs of three characters from a script and one actual completed makeup (done at the tournament) of one of those characters.
   a. Makeup must be applied at the tournament by the student-contestant in a designated public location. The makeup model must not leave the application room. The makeup area will be available three hours prior to the start of the makeup round.
   b. Application of makeup must be completed by the start of the round. Makeup may be applied to all parts of the body except the torso, defined as the area from the armpits to length of fingertips on the model's thighs. The torso must be covered in clothing that is not see-through or flesh-toned.
   c. Hair and/or wigs are optional and if included, will be considered as makeup. Wigs may be pre-styled.
   d. Costumes are not allowed in Technical Makeup Design. The model must wear plain black clothing during the presentation of Technical Makeup.

4. **Properties:** A complete property plot and one or more actual student-contestant constructed properties of a produced / non-produced script. Note: Types of properties categories may include: a. stage furniture; b. set dressing; c. hand props; d. personal props; e. visual effects.