

# Storytelling - Wild Card Event

**Description:** *In Storytelling the competitor chooses a story from the genre or category selected by the tournament. Competitors then prepare to tell the story in their own words.*

**Goal:** *To understand the values and techniques inherent in good storytelling and to be able to recreate stories for the education and enjoyment of the audience.*

**Event Overview:** *Storytelling gives competitors the opportunity to improve their ability to craft pertinent, relatable stories. The speech is not the mere recitation or reading of a tale or the dramatization of a saga, although some of these elements may be present. Emphasis is on narration as the teller recounts any given story in relation to a chosen theme or genre. Gestures and pantomime are permitted but are encouraged to be used with restraint.*

## Storytelling Preparation Rules:

1. Each tournament will choose a type or category of story based on the preference of the Tournament Director (i.e., folk tales, war stories, family history, Bible stories, etc.) The tournament may make the category as general or as specific as desired (i.e., “Folktales” or “Celtic Folktales from the 17<sup>th</sup> Century”, “Animal Stories” or “Stories about Dogs”).
2. The competitor may edit or adapt the story in any way.
3. The selection may be entered in only one category per tournament (i.e., either ‘Storytelling’ or ‘Open Interpretation’ but not both).
4. The competitor may not use the selection again in Storytelling in subsequent tournaments or in the next tournament year; each story must be unique to and exclusive to each tournament.
5. The competitor may place the selection in a different category in subsequent tournaments (i.e., a Storytelling piece may be used later as an “Open Interpretation”). Competitors may only enter one story in the Storytelling event per tournament.
6. The competitor must submit the Storytelling Form at script submission during the registration process. This will include the title of the story, its source, parental and coach approval, and a list of the other stories the competitor has used in each of the previous tournaments in the 2013-2014 season. The form may be accessed under Speech Events on the Stoa USA website.

## Storytelling Presentation Rules:

1. The competitor must identify the source of the story. This may be stated before the story begins or incorporated into the flow of the story. The competitor will receive a one (1) rank penalty for failure to cite his source.
2. The competitor may use a chair provided by the tournament during the telling of the story.
3. The story is told in the words of the competitor and that wording may change from round to round and audience to audience. Exact verbatim memory is not required or encouraged. The story should have an element of spontaneity.
4. The speaker must compete in tournament attire.
5. No audio or visual aids, or props, other than the chair provided by the tournament, may be used.
6. Only feet are permitted to touch the floor at any time.
7. Gratuitous vulgarity is strictly prohibited.
8. This is primarily a speech event but some singing and dancing is permitted as appropriate.
9. The story must be presented extempore without the use of notes or script. The competitor will receive a two (2) rank penalty for using a script.
10. The timekeeper will start the digital timepiece when the competitor begins the story and will stop the timepiece when the competitor finishes. Hand signals will be given during the last five minutes of allotted time.

**Speaking time – eight (8) minutes. No minimum time.**