

## Performing Arts Guidelines

1. All acts must be entered on Fair Entry Forms and submitted by deadline to Fair Office to receive premiums.
2. Talent Contest forms and Talent Contest Project Summary sheets may be obtained from the Fair Office or the MSU Extension office. Both of these forms **must** be submitted for **each entry** to: *Cheryl Smith, 819 Jackson, Eaton Rapids, MI 48827* by **June 13, 5:00pm**. (Project Summary forms will be attached to core sheets so each judge will have this information while judging the act.)
3. Each act must have a separate Talent Contest Entry Form and Talent Contest Project Summary Form submitted.
4. The talent contest may include any type of talent act in the following areas: vocal, instrumental, dance, drama, baton twirling, pantomime, lip sync, clowning, magic or other.
5. All acts will be judged on talent, showmanship, and originality and imagination. Awards will be given in the A, B, or C categories at the end of the total performance. Entrants will receive written comments from the judges at the end of the talent contest along with their awards.
6. Each section (**at the judge's discretion**) to have a "Top Ten" and Judge's Choice Awards.
7. Contestants are to bring all necessary equipment. A piano will be available for any piano recitals or accompaniments.
8. Music must be pre-recorded on a quality cassette or CD, cued and ready to play.
9. Accompaniment tapes for vocal singers may not have a lead singer's voice. Lead singer voice is permitted for lip sync.
10. For dance performances, props may be used if it is an integral part of the production number, and not just for scenery.
11. Individual performances are not to exceed five minutes.
12. Group performances are not to exceed eight minutes. Any youth 9-19 years old may be in a group act. Group acts should be entered under the exhibitor's name. The club will receive the premium money and can then distribute to the participants. Group performance should submit one project summary form completed by the group.