

# Karaoke Contest judging guidelines

1. Judges shall not talk to the contestants at all prior to the contest, nor to the audience members, or each other once the contest starts.
2. Any and all questions from the judges regarding the contest shall be directed to the contest host(s) only.
3. The score sheets will not be viewed by anyone other than the karaoke host(s), but will be given to the contestants at the end of the contest.
4. The lowest and highest scores given by the judges will be not used to calculate the contestant's final score.

Judges will be scoring contestants in 2 areas, based on a 100-point system:

1. Vocal ability (worth up to 80 points):
  - a. Tonal quality
  - b. Pitch control, range, power, and vibrato
  - d. Articulation, tempo, rhythm, rap (if applicable)
  - c. Technical accuracy (There will be a monitor screen at the judges table so the singer can be judged on accuracy of the song)
2. Stage Presence (worth up to 20 points)
  - a. Body language, style, charisma, command of the audience, confidence and relaxation
  - b. Overall entertainment value

Subtract points for:

1. Timing problems
2. Rhythm anomalies
3. Excessive use of the monitor
4. Incorrect intonation
5. The apparent lack of confidence

Try to score the first singer approximately in the middle of each value (i.e., approx 40 pts for vocal and 10 pts for stage presence). This will allow you to more accurately judge the subsequent singers, especially if they're markedly better or worse than the first singer.

## **YOU ARE NOT JUDGING ON:**

1. The contestant's physical appearance
2. Your like or dislike of the contestant's song
- C. Audience response

In the event of a total score tie, the highest total vocal ability score will determine the winner. In the event of a tie in the vocal ability category, stage presence will determine the winner.

These contest rules will be provided to the contestants prior to the contest.

Based on the frequency of the contest, previous contest winners may not be eligible to participate.