

Audition Criteria Checklist

Revised 5/10

Name _____ Piece _____ Date _____

Arc _____ Responding/Seeing/Hearing _____ DrvObj _____ AltrdReality _____ Phys _____ V&D _____ CharDev/Cntext/Reseach _____

Worked for the piece:

Intro:

Clear personality
Confident
Connected
Dignified / Powerful
Grounded
Nice Recovery
Prepared
Took a moment beforehand
Utilized a variety of colors
Warm / Welcoming presence

Performance:

Accent consistent
Altered reality clear
Alternate anchor used
Arc breakdown, varied
Beat Before / Motivated / Heard
Began grounded
Belief
Breathing
Builds cleverly constructed
Builds used
Button
Characterization effective
Choice of pieces shows variation/range
Complexity of emotions, needs, tactics
Consonants are clear
Counterpoint
Complex characterization
Confident
Creative
Drove Objectives thru Verbs
Emotional Commitment
Energetic
Enunciation
Gameface
Gutsy
Imagination strong
In the moment / Flow
Juxtaposition of beats
Key right for the piece
Last beat effective
Length appropriate
Lines tied together
Movements motivated
Natural delivery
Objectives against obstacles, clear
Operative words appropriate
Organic
Outfit appropriate
Physical Commitment / Strong physical characterization
Poignant
Presence
Responses to "other" motivates tactics
Rhythms unpredictable
Seeing/Hearing "other"
Simplicity lovely/use of subtlety
Sounds enhance tactics
Suitability/ Choice of pieces appropriate to the actor
Tactics worked
Timing
Took risks
Took time / Moments
Transitions organic
Unconscious mannerisms
Understanding of material (clear / profound / perceptive)
Urgency
Use of space nice/varied
Variety of colors
Vision clear
Vocal character work interesting
Voice / Strong pitch/tone
Warm-up apparent / Well prepared
Who you are talking to and why is clear

Work on to improve the piece:

Intro:

Did not connect to auditors
End-dropping / Predictable rhythms
Keep to the form / no extra words/ Mispronunciation _____
Let Slate Settle
Rushed
Self-conscious / Stiff / Nervous
Spayed visual / physical focus / Swaying/ Arm swinging
Walked in talking / Ground yourself before / after slate
Warmth / Welcome Unclear / Too Polished

Performance:

Accent inconsistent
Altered reality needed / Believe / Flow
Alternate anchor needed
Arc, find/ play it / Emotional build needed / Won or lost?
Automatic
"Beat Before" / Played at / Motivate it / Abbreviated
Button
Character (misinterpretation / enhance / research)
Choices, make bolder/riskier
Choice of pieces: not contemp realism/show range
Choreograph breaths
Counterpoint
Delivery on one basic level / Vary colors
Dissipate power w/ mvmnt (Move for a reason, need)
Drive objectives through verbs
Empty eyes / need vision
End-dropping
Enunciation (Consonants / Vowels / overenunciating)
Expository
Face not adequately visible / Upstaging yourself
Film work / Fill the space you are in.
Find your light
Game face please
Hair in face or inappropriate
Hammering (tie lines together) / Too much operative
Holding back (physically / emotionally)
Indicating
Internalize / Inner Monologue / Vision
Judging the character
Juxtaposition of beats, lacking
Keep eyes up, off the floor
Key wrong for the piece
Last beat didn't settle
Length either too long or too short
Melodramatic
Memorization / Went up
Objectives with obstacles in relationship, lacking
Operative words / the story / Too much operative
Outfit inappropriate
Performing, live the relationship from need/ Playing attitude
Predictable rhythms / Vocal patterns / Labored Pauses
Pushing/Working too hard
Relying on volume
Respond to responses of your "other"
Rushing (language / moments / transitions)
Seeing/Hearing "other"
Self-conscious / Tense / Trust yourself
Sounds should enhance tactics
Spayed focus (physical / visual)
Stilted
Strengthen pitch/tone/resonance/volume
Suitability
Superficial / Raise the stakes / Generalizing
Tactics – work them
"Thank you" - Move back to Intro spot / Get grounded
Topped out too soon / too suddenly
Throw the plates up
Unconscious mannerism needed
Unprepared / Improv-ing
Urgency missing
Wandering / Small-stepping
Warmed up on stage
Who are you talking to and why?