## **Best Banter Contest Score Sheet**



**Judge** # Click here to enter text.

Credentials: •Agent/Editor \_\_\_\_\_•Published \_\_\_\_\_•PRO \_\_\_\_

**Entrant** # Click here to enter text.

**Total Score:** Click here to enter text.

5 is the highest possible rating in 5 key areas.

Partial scores, in 0.25 increments, such as 4.25 or 3.75, are accepted.

**Characterization.** Characters are well-rounded and believable. The right amount of emotional content made me want to read more.

1	2	3	4	5
Characters appear	Characters come	Some sense of	Each character has an	Compelled by the
shallow and/or one	across as stilted or	characters' emotions,	individual voice	characters emotions,
dimensional, do not	wooden, takes the	motives, etc., but	revealing their	wounds, motives,
come across as fully	reader out of the	reader feels like an	characters traits.	needs, etc. They have
developed.	scene.	observer rather than a		distinct personalities,
		part of it.		virtues, and/or flaws.

Score: Click here to enter text. Comments: Click here to enter text.

**Dialogue.** Dialogue reads naturally, not stilted. Each character's voice is unique which helps to shape their personality. Easy for the reader to understand POV.

1	2	3	4	5
Hard to follow, feels	The conversation flow	Dialogue is okay but	Dialogue flows fairly	Dialogue flows,
like two talking heads,	or choice of words	doesn't fit the	smoothly, each	meaning is clear, easy
meaning not clear.	doesn't work	characters'	personality is distinct.	to understand who is
	smoothly, appears	personalities.	May be a few flaws or	speaking.
	forced or contrived.		irregularities in the	
			conversation.	

Score: Click here to enter text. Comments: Click here to enter text.

**Narrative.** Narrative flows naturally within the scene and connects ideas, concepts or events. It adds to the story without weighing down the pacing.

1	2	3	4	5
Excessive narrative,	Entry weighted	Doesn't give the	Some narrative could	Use of narrative is
insufficient use of	heavily in narrative	reader a sense of place	be eliminated to	balanced and
dialogue/banter.	and slows the pacing.	or promote the	strengthen the scene	enhances the scene;
	More dialogue is	character's dialogue	but still maintain time	dialogue does not
	needed.	or banter.	and place.	detract from voices
			_	and actions.

Score: Click here to enter text.

Comments: Click here to enter text.

## **Best Banter Contest Score Sheet**

**Style/Voice**. The author's style/voice makes for an enjoyable, compelling read.

1	2	3	4	5
Reads very stiff and	Neither style nor voice	Inconsistent style and	Entry is nearly perfect	Great choice of words.
stilted. Do not get a	is consistent. Could	voice. Better phrasing	but may have one or	Total clarity. Matches
sense of the author's	have some unclear	or word choice could	two areas that need	the characters nicely.
ability to craft the	moments.	improve this entry.	tweaking.	Very well polished.
story		-		

Score: Click here to enter text.

Comments: Click here to enter text.

**Banter.** At the core of the dialogue is "banter" which enlivens the scene and makes the reader want more. This is the emotional side of what your characters are saying. Is the conversation sparkling, playful?

1	2	3	4	5
There is very little banter or it's missing completely.	There is some banter but sounds like bickering. It needs more banter to be a satisfying scene.	Half bickering, half banter. Underlying emotion is not translating well.	They're bantering well with words but the underlying emotion isn't coming across.	The banter moves well. The exchanges are vivid and quick-paced. I'm engaged! I want more!! I feel their emotions easily.

Score: Click here to enter text.

Comments: Click here to enter text.