**Interpretation Introductions**

* **Set the tone.** Does this entitle you to be melodramatic and cry?  Laugh? Heart warming?   But you might not want to be a clown either BUT, a somber attitude driven with energy tends to fit most
* **List all necessary information.** Author's name and the title of the piece;
* **Background information.** Most pieces are a selection from a larger work.  Therefore, when you present your introduction bear in mind that your audience might not have read this story before.  Are they being presented a piece after some drama has occurred--drama that needs to be known?  Was this a reaction to a historical movement or event?  Should your audience be aware of this?  Did the author have a particular message in mind that your listeners might need to know?  Most plays and pieces of literature have a message to be told, so take advantage of that when you write your introduction.
* **Be yourself.** In an Interpretation you transform yourself into any number of characters.  Be sure that when you present the introduction you are yourself.  As stated earlier, this is the only time to be you for the judge.  Show them your charm and confidence and make them remember who you are.
* **Be creative.** You are in a performing event and thus can take certain liberties.  You can be creative and think-up imaginative hooks and clinchers for the opening and closing of your introduction.  You can use poetic language.
* **Placement.** Your introduction should be embedded within your piece after a good hook and logical break.  Interpretation introductions often are placed after an opening monologue or scene change that ends on a bang.  If there are no natural breaks on that large of a scale look next for moments within dialogue where a smaller break occurs.  For example, if during a monologue the narrator asks a rhetorical question or has an emotional break than an introduction would work.
* **Audience connection.** Performance pieces are meant to link to the audience so they can identify with the story and characters.  Create ways to remind your audience of a time they felt like the lead or were in a similar situation.