

2019

Nebraska State Thespian

Festival

Improv Challenge

Packet



NEBRASKA
THESPIANS™

AN EDUCATIONAL THEATRE ASSOCIATION AFFILIATE

Team & Basic Rules Breakdown

WHO: Each school may bring one team for qualifying competition on Thursday night. From this qualifying event, 15 teams will be selected to move forward to semi-finals later on during festival.

- 1. Teams are limited to six actually performing at one time, although if you have alternates or extras, that's fine—you will need to decide as a team who will actually perform each round of competition.**
- 2. Teams need a school appropriate name.**
- 3. Audience is encouraged to watch the events.**
- 4. Profanity, sexually explicit scenarios, or other inappropriate material will result in forfeiting of the round.**

Decisions on what is profane etc. is up to the improv judge(s).

- 5. All rounds will be judged by outside judges that are professional improvisation artists.**
- 6. Each team is required to attend check-in 30 minutes prior to the start of the semi-final rounds.**
- 7. Games may be announced prior to Festival via Nebraska Thespians website, Facebook or twitter.**

There will be three semi-final rounds. Each round will consist of one improvisational exercise. A judge will be posted at each of the three events to tally points for each team. At the end of each round, judges rotate to the next room to start a new round. Once all three rounds are completed, the top teams with the most points will advanced to Improv Final.

Improv Finals

The top four teams will compete in the final improvisational event for all three judges at once on the Mainstage in The Holland.

Improv Rounds & Games Breakdown

Qualifying Round

Eligibility= Online Registration made prior to the cut-off deadline.

“Improv Scene”

-3-6 Players (as Needed)

-Max. of 3 Minutes (can be cut-off or ended prior)

-Three players begin a scene based on a provided location and a conflict. Up to three additional players may enter and exit based on the scene as needed, but are not required. Players have three minutes to play the scene. Scene will be evaluated on Agreement, Listening, Storytelling and Stage Conventions.

-Some “Conflict” suggestions might be: Lack of playing time, disagreement over room decor, learning a hazardous job, returning an unwanted item, stealing on the job, mis-behaving in class, sneaking out after curfew, trapped in an enclosed space, disapproval of a romantic interest, adults imposing rules on teens, alien abduction, peer pressure, bad hairdo, noisy neighbor party.

-See Attached Ballot for scoring breakdown

Semi-Finals (Eligibility= The Top 15 Teams based on scores will be selected to move forward and play three rotating games)

“Lost Scene”

-3 Players (Two players, with the option for a third player entering the scene as needed, will create a “lost scene” that is a deleted scene from a fictitious movie. There are two suggestions used to create these scenes. The first suggestion is based on the location of this the “deleted scene”. The second suggestion will be the title of the fictitious movie. One player will draw a “scene location” and the other player will draw the “movie title”. Both suggestions should be shared with the audience.)

-Max. of Five Minutes (can be cut-off or ended prior)

-As an example, Player 1 might select “train scene” for the location and Player 2 might select “Wyoming, Falls” for the movie title. Using these two suggestions the 3 players will instantly create a scene that was deleted from the middle of this fictitious movie. While scenes do not need to be serious, it is encouraged to take them seriously, allowing comedic elements to surface on their own.

Suggestions will be provided at the competition. For rehearsal purposes suggestions can be (but not limited to):

<u>Locations</u>	<u>Movie Titles</u>
-Movie Set Scene:	“Cracked Mirrors”
-Kitchen Scene:	“Super, Super”
-City Park Scene:	“Green Grass, Green...”
-Airplane Scene:	“Let It Ride”
-Camp Fire Scene:	“The River’s Delta”
-Zoo Scene:	“PO Box 68”
-Farm Scene:	“Mother, Father”
-Break Room Scene:	“The Maze Artist”
-Locker Room Scene:	“Stolen Embers”
-Tennis Court Scene:	“Flash!!! Lights!!!”
-Library Scene:	“The Black Key”

“Pan Left”

-4 actors (3 main actors + 1 additional player will be needed to control the game.)

-Max of Five Minutes (can be cut-off prior)

-The 3 players stand in a triangle formation, with 2 of the 3 people (the base of the triangle) closest to the audience. The 2 people closest to the audience are in the scene that is currently being performed. Get a suggestion of anything at all to influence the scene. When the person controlling the game says “Pan Left,” everyone shifts one spot to the left (or counter-clockwise) in the triangle. The two people who are closest to the audience now perform a new scene off of a new idea. Keep panning left until each side of the triangle has an inspiration for a scene. Play out the scenes, panning left and right to shift through scenes.

Suggestions will be provided at the competition. For rehearsal purposes suggestions can be (but not limited to):

-An Occupation

-An exciting/painful situation

-A character trait

-A location that fits on the stage

-An object found in an attic, junk drawer, under a bed, etc

-The best/worst place for a vacation

-A location that fits on the stage

-A relationship between 2 people

-A location that fits on the stage

-An object found in an attic, junk drawer, under a bed, etc

“Memorable Moment” (New Game inspired by “A Day in the Life” game from Upright Citizens Brigade Improv)

-6 Players (1 Monologist, up to 5 Actors. Not all actors have to enter the scene.)

-Max. of Five Minutes (One minute for the Monologue, four for the scene. Can be ended prior to cut-off)

-The monologist begins with TWO suggestions.

Some suggestions may be:

-An unusual name---King Winifred the Lonely

-A profession—Dog Hair Stylist

-A random object—Peanut Butter & Banana Sandwich

-A made-up holiday—St. Lysol’s Day, etc.

-A Made-up Store---Build-a-Meme Workshop

-Using the Suggestions, the monologist then tells a story about a “memorable moment” that happened from their fictitious person’s day. The monologist is encouraged to incorporate good storytelling (using conflict, interesting characters, and having a beginning, middle, and end of the moment).

MONOLOGIST NOTES:

--The story can be told from a first or third person point-of-view.

--The monologist does not reenter the game after they are done.

-At One Minute, a bell will ring signaling the end of the monologue and the beginning of the “moment.”

-The Actors, using the information given in the monologue, recreate the “moment,” creating interesting characters, and adding in their own creative details.

***This game essentially combines the major aspects of Waterfall Monologue AND the qualifying round improv scene with extra emphasis on listening and adding details.**

Team Name: _____

School: _____

Game: "Memorable Moment"

Judge: _____

Points

Improv Objectives

Feedback:

Yes 4

Did players contribute appropriately to the scene?

No 0

Points

Teamwork

Feedback:

Great 5

Did the team work together to build the scene? Did each person make trustworthy choices that supported the group? Did team members make selfless choices for the

Good 3

Some 1

Points

Storytelling

Feedback:

Great 5

Did players tell a story about a moment with a beginning, a middle, and an end? Did players use strong conflicts to move the story forward? Did players create strong characters?

Good 3

Some 1

No 0

Points

Listening & Adding

Feedback:

Great 10

Did all team members listen to each other? Did they use the ideas that their team members gave? Did they affirm what they heard by letting it add to and build the story?

Good 5

Some 3

No 0

Points

_____ **Total Points**