

THEATRESPORTS FESTIVAL 2010

The annual Inter-Collegiate Theatresports Festival will be held at Harlequin Theatre over the week 26 – 29 July 2010.

Once again, the best entertainers from colleges throughout the Wairarapa will join together for a series of improvisational games culminating in the awarding of the Harlequin trophy to the best Improv team in the College Open Grade.

An innovation this year will be the appearance of Primary School teams from the Southern and Central Primary School regions. These teams have been selected from Theatresport workshops they have attended.

SECTIONS

Novice:	Junior - Years 9 and 10 and Primary
	Senior - Years 11 - 13
College Open Grade	- Experienced players, any level.

A **'Team'** is made up of up to **six** players, with up to **four** participating in any one game.

Players in the Open Grade should have participated in a Novice Grade (preferably Senior) to ensure they are not out of their depth in this Grade.

Players can only participate in ONE team and ONE grade. Any team changes for the Final of the Open Grade need to be approved by the organizers of the Festival.

Games in both Junior and Senior Novice Sections:

1. **Blind Draw.** Space Jump; Sit, Stand, Kneel, Lie; Slow Motion Commentary, Hands Interview; Pop Up Storybook. These are all 3 minute games and times by our time-keeper.

Please note: After accepting offers from the audience for the 'ask fors', teams will be given 30 seconds to discuss the suggestions, except for 'Space Jump' where the first person goes straight into the presentation.

2. **M.C.'s Challenge on a Theme.** The team will be given a theme (e.g. Look before you leap), around which to build a scene of 3 minutes. It can be a straight improvisation or using a game not already played.
3. **Warm Up.** May include: Story, Story, Die; Blind Freeze Tag; An activity similar to Machines.

Games for the College Open Grade

The format of the evening will be:

The Blind Draw;
M.C.'s Challenge using two props;
A Challenge Round, in which the teams give and receive a challenge;
This equals a total of **FOUR** games for each team.

Blind Draw Games. Alphabet, Word-at-a-Time, Emotional Roller Coaster, Gibberish, Word Ball, Survivor.

Team Challenges must not be obscure. We ask the team coach to make sure it is understandable and reasonable in the context of the Festival.

VENUES

The College Grades competition will be held at Harlequin Theatre, Dixon Street, Monday through to Thursday. All evenings begin at 7.00 p.m. with teams reporting to the M.C in the Greenroom at 6.30 p.m.

Once the number of teams in each Grade is available, the draw will be arranged.

ENTRY FEES

The Entry fee is \$ 30 for the first team from any College; \$20 for the second from any College, and \$10 for any additional team from the same college. This fee entitles each team to **SIX** Season Entry Tickets **for team members and their coach only**, and may be used on every night of the Competition except for the night of the Open Grade Finals. These will not be issued until the Entry Fee has been received. Please make your cheque payable to Harlequin Theatre Inc.

Entries are confirmed on receipt of the appropriate fee.

Entry for students will be \$3.00 and adults \$6.00 for each night.

COMMON THEATRE SPORTS GAMES

WARM UP GAMES

Blind Freeze Tag

Two players begin a story. When, the M.C. calls "Freeze", the players freeze on stage in their positions. Another player, who has had their back to the action, turns round, tags one of the players and assumes the tagged player's exact body position. A new story begins with the players incorporating and justifying their body positions. The stories are to be both verbal and physical.

Story, Story, Die.

A group of players tell a story as they are pointed to by the M.C.. The player pointed to must continue to tell the story until the M.C. points a finger at another player. Each new player must pick up the story where the previous player left off.

If they repeat a word, stumble, mumble, hesitate or otherwise fail to tell a seamless story, the audience removes them from the game with a rousing shout of "DIE". The last player remaining is the victor. As a player is removed from the game they may be asked to improvise a brief solo death scene. This is optional.

COMPETITION GAMES

Hands Interview

The illusion of one person is created as one player the arms for the other. One player stands or sits behind slipping their arms under the arms the first player. One pair play the Interviewer and the other the Interviewee. The players initiate verbal and/or physical dialogue as they would in a T.V. Studio. The parties must justify what they do and appear to work as a unit.

Puppets

The players can speak but they are unable to move.

All movement of the puppets, is provided by the Puppet Master. Wherever and however their body is placed, the puppets remain frozen until the Puppet Master manipulates them again. The Puppets initiate and advance the story line, and justify the body positions in which they are placed.

Slo-Mo Commentary

Two Players usually in competition, act out an activity, sport **in slow motion**, while a play-by-play commentary, is provided by the other two players. All of the conventions of sports commentary can be utilized, such as rewind, close-ups or a replay of the action. This game relies on "extending" the basic activity.

Pop-up Storybook

One narrator tells a children's story. The characters lie flat on the stage until the narrator crosses the stage, miming the turning of a page. The characters have tabs, to be pulled to activate both their words and actions the narrator requires and /or indicates. When the narrator completes a page sequence, and turns to the next page the characters lie flat once more, ready to take on new positions as the story advances. Only ONE sentence or one movement can be made by the pop-up character on each page of the storybook.

Word Ball

The players are restricted to speaking only the number of words as specified by an off-stage player. This player calls out a number that represents the number of words the onstage player is allowed to speak in their next series of sentences. The caller varies the number of words until the story is completed.

Alphabet

The four players begin each section of dialogue with the next letter of the alphabet, proceeding in sequence from A to Z. For example:
Player 1: "Annabel, that was a delicious dessert!" Player 2: "Banana cake is my specialty, Clare." Player 3.. "Could I please borrow the recipe?" The story proceeds until the letter Z is used.

Word-at-a-Time

Two players become one person using the term “**I**” when narrating the story. They share the story telling, each contributing to it one “word at a time”. They speak in the **past tense**, yet the story is created spontaneously in the present. The players physically enact the action of the story and may advance through either physical or verbal means.

Space Jump

A Player begins a solo scene. Once the premise of a story is established and there is an interesting physical position, the M.C. freezes the action. Player 2, comes on stage and begins a new story that incorporates both their own body position and that of Player 1. Again, the M.C. freezes the action when the story is clear and the body positions are intriguing. Player 3 enters, beginning a new story. This sequence occurs once more, until there are four players onstage. This time, when the M.C. freezes, the action, Player 4 leaves the stage and the scene returns to the previous three-person story. Everyone's body positions will now be different so that the players will have to work at incorporating them into the third story. As the M.C. freezes the action again, Player 3 exits and we return to story 2. The M.C. calls for a freeze once more and we are back to the original player in the original story. That first player ends the Space Jump by justifying their changed body position within the solo story they had set up and satisfactorily completing the original story. Each scene should not be more than 30 seconds.

Props

The team is given a number of contrasting props that they must use to create their story. If a single prop is used, it can change character to advance the storyline

Scene Three Ways

A short neutral story is played out and then repeated, using **two** contrasting emotions or styles of film, theatre or literature. The players attempt to duplicate the intent and dialogue of the first neutral story but colour it with each new genre. The maximum time for a “Scene 3 Ways” will be 4mins. The first scene may last 90 seconds. Each scene following should last 60 seconds.

Stand, Sit, Kneel, Lie.

This game involves a storyline for four characters, and as the story unfolds one player must be sitting, one kneeling, one standing and one lying. When one player changes position the others must change to keep the four positions in place.

Emotional Roller Coaster.

This game requires a storyline to be consistent and is changed by the M.C. calling the changes to the emotion to be shown to the audience. There are to be three emotions used at the discretion of the M.C.. The storyline is to remain seamless.

Survivor.

After the ‘ask fors’ a 60 second scene is played. One player is voted off, or the M.C. chooses one person to leave. The scene is played again but the missing character must be played by one or more of the remaining three players. After another 60 seconds another player is removed and the scene replayed and so on until only one player is left to play the original scene playing all 4 characters.

There are a large number of Theatresport games: have fun googling them!!