RAMONA CHALLENGE —

PERFORMING ARTS — IMPROV ACTING

- Each school may submit **one team of 4 students** (made up of any mix of grades 5,6,7 or 8) who have been working on the 3-minute games below that will be scored by the judges.
- Each team will get the chance to perform two of the three games listed below. The teams will not know which games will be assigned to them until the moment before performance. All acting suggestions will be given by the judges at the time of performance.
- Points are awarded based on:

1) Each group's ability to play together as a cohesive unit. The games in this event are to be played by all members of the team.

2) A group's ability to follow the rules set forth by the descriptions of games. This is especially important, as many games are taught by different names or with slightly different sets of rules. In order to maintain consistency, it is important that all teams play these games by the same rules.

3) A group's ability to play each game within the allotted time limit.

4) A group's ability to play at the top of their intelligence. Please stay away from gross humor, shock value, racism, etc.

THE GAMES AND THEIR RULES:

Blind Line- The Judge will give each team member slips of paper containing random lines of dialogue from conversation, songs, or movies. The slips of paper will be put into their pockets or held in an envelope until used in the scene. Team members may not look at the slips of paper before they use them in the scene. Two players will begin the scene with an environment suggested by the judge. At any point during the scene, the players may read one of their slips of paper as a replacement for what they were going to say next. Players who are not the original scene starters may enter and exit the scene justifiably and use their slips of paper in the same manner. Players must fluidly justify the random line they have just read within the context of the scene. Slips of suggested dialogue should be used sporadically throughout the scene and not one right after the other. Points will be assigned for each player's ability to keep the scene's story intact while justifying within the scene the line they have just incorporated from the slip of paper. Action involving the environment and other characters will enhance the scenes as well.

Double Header Talk Show- The Judge for this game will provide the team with a topic of expertise presented during a typical daytime talk show. Two people will play the talk show host, each speaking one word at a time to complete their full thought. Two people will play the expert speaking their words at the same time. Both the host and the expert should consider themselves a single person, referring to themselves as 'I'. Points will be awarded based on the team's ability to work together to present a full, well-rounded talk show with balance between the host and the expert.

Movie Director - The Judge will give the suggestion of a crime of some sort. Three players will create a scene involving that crime. The scene should last no longer 30 seconds. The remaining player will act as an old time movie director, yelling "CUT!" at some point during that scene. The director will then give new suggestions to each of the players acting out the crime scene (ie. this time you're a bear, you're underwater, you're Miley Cyrus, etc) The players will act the same crime scene incorporating the new suggestions from the director. The team will perform this crime scene three times in total. Points will be awarded for the team's ability to create an initial scene involving the crime, to incorporate the suggestions of the director while keeping the scene intact, and to give and take focus to improve the scene.

PERFORMING ARTS — IMPROV ACTING

SCHOOL NAME: _____

PARTICIPANTS (AND GRADE LEVELS) : _____( ), _____( ),

_____( ), _____( ).

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