

# IMPROV COMPETITION APPLICATION

**SATURDAY, DECEMBER 1, 2018, 6-9PM**

## **THE UNDERGROUND COLLABORATIVE**

**(SUBMISSIONS MUST BE RECEIVED BY NOVEMBER 10 2018.)**

*GROUP SUBMISSIONS OF 3-6 MEMBERS WILL BE ACCEPTED. MEMBERS MUST BE AGES 15+.*

NAME OF GROUP: \_\_\_\_\_  
HOW MANY IN GROUP (CIRCLE) 3 4 5 6 AGE RANGE: \_\_\_\_\_  
NAME OF MAIN CONTACT: \_\_\_\_\_  
EMAIL: \_\_\_\_\_  
PHONE: \_\_\_\_\_ TEXT? (Circle) YES NO  
MAILING ADDRESS: \_\_\_\_\_  
CITY: \_\_\_\_\_, WI ZIP \_\_\_\_\_

Upon submission of this improv application, you agree to abide by the following terms and conditions:

1. Applicants must dress appropriately for a casual, family-friendly event. Make sure your clothes fit properly without being revealing or immodest.
2. Applicants must be neat and clean, keeping in mind that they may get sweaty on the stage, and working in close proximity with other applicants may not make for a good time in those conditions! Feel free to bring hygiene products for use in the rehearsal rooms.
3. Applicants may not incorporate bad language, sexual themes, nudity, violent crimes, or blatant religious or political views (such as pushing a politician, political agenda, or religion) into their improv scene. All scenes must be family-friendly comedy. Incorporation of any of these themes will result in disqualification from the final judging. (See complete list of judging rules on the next page)

The judging and game rules are as follows:

1. FIRST ROUND: Each team will compete in a series of games (exact number will depend on how many teams there are). Each team will perform all games back to back in succession.
2. Each game will allow team members 30-60 seconds to create a story based on the information given to them by the moderator. Each game is timed.
3. The judges will give points based on their evaluation of acting skill and originality. Points will be deducted if any terms or conditions are violated or if the team fails to remain in character or on topic.
4. SECOND ROUND: Depending on score results from the first round and number of competing teams, teams will be combined for an even number of 3 teams for the finale round.
5. Each improv team will have 40 minutes to compile their scene in a rehearsal room.
6. Each improv teams will start with 5 points.
7. The exact terms concerning what guidelines must be used in the scene, such as use of particular words or phrases, props, characters, or situations will be revealed by a random drawing at the improv. Failure to incorporate any of the randomly drawn rules will result in loss of points.
8. The judges will give points based on their evaluation of acting skill and originality.
9. Each improv scene will be timed. A visible timer will be provided to the teams for guidance.
10. After all scenes have concluded and points have been tallied, prizes will be awarded from the highest scoring teams from both rounds, both separately and combined.

Email this completed form to [thecompanyofstrangers@mail.com](mailto:thecompanyofstrangers@mail.com) on or before Nov 10, 2018.

Signature of Main Contact \_\_\_\_\_

Date: \_\_\_\_\_

## DETAILS TO RULES AND REGULATIONS (AS GIVEN TO THE JUDGING PANEL)

### The DON'TS

- 1) **Use of vulgarity** includes swear and curse words, sexual references or insults, and bathroom humor. Think kid-friendly at this event. Based on our understanding of Scripture, The Company of Strangers Theater DOES consider 'taking God's name in vain' to be a vulgarity, such as 'oh my g-d' or 'J-sus Chr-st' etc. However, we recognize that unfortunately, society does not generally consider this to be a vulgarity, and we may be hard pressed to find people who have cleared these phrases from their everyday vocabulary. We encourage you to use your discretion concerning this situation if it presents itself in the competing teams.
- 2) **Use of Nudity/sexual themes** includes contestants revealing intimate body parts either blatantly or implied, sexual innuendos or jokes, and storylines that center around a sexual theme, such as prostitution, strip clubs, affairs, etc.
- 3) **Use of violent crimes** includes story themes that incorporate excessive or unusual violence such as shooting, hanging and strangling, torture, drug use, etc. Slap-stick humor or incorporating death into the scene is NOT considered use of violent crimes!
- 4) **Use of political or religious views** regards the story intent. If you are encouraged to sympathize with a certain religion, political, or social view, or if the story pokes fun at a religious or political group or social subject, that is violation.

### THE DO'S

- 5) **Elocution:** are the words clear and understandable? Are the actors speaking too fast or too slow? Unless the character is obviously supposed to be hard to understand per whatever the storyline turns out to be, the audience should not be struggling to grasp the words.
- 6) **Blocking:** do the actors move around on stage with purpose according to their story, or do they stand in one place or pace aimlessly just to pass the time? Blocking does NOT have to include movement always (example: a 'watching TV' scene) but whatever is going on has to make sense with the storyline and have thought behind it.
- 7) **Volume:** are the actors speaking loudly enough? They might be clear (good elocution), but you might be straining to hear the words. You shouldn't be straining, and you should also not be wincing because it is too loud (unless, of course, that is what the character is supposed to do per the storyline)
- 8) **Expression/emotion:** do the emotions come through? Do you know the actor is sad, happy, angry, etc? Does his face and body language show this emotion well? If only the words and inflections change per emotion, and the body and face remain the same, the actor is not expressing himself well.
- 9) **Interaction:** Do the actors on stage flow well together? Are there unnecessary pauses because they don't know what to do next, or do they bounce off each other in a quick-witted banter and have appropriate timing beats?
- 10) **Focus:** Do they remain in character? Are they constantly breaking character because they are trying not to laugh or because they are getting distracted by the audience?
- 11) **Crowd reaction:** Does the audience think they're funny, or is the audience bored? Is the story and is the acting engaging enough? Are YOU bored?
- 12) **Originality:** Did the story incorporate unique things you would not have considered in that scenario? In a skit about going to the movies, for example, you would expect the movie, the snacks, waiting in line, etc...typical things pertaining to going to the movies. Incorporating these things would be a 3 average. Not incorporating anything other than verbal mention would be a 1. Incorporating something that COULD be at the movies that you wouldn't normally think of, such as a crying baby, or someone sitting in front of you with a tall hat, or maybe something completely out of the blue like a fire drill...that is a 5 for originality!
- 13) **Flow:** This is not the same as the 'interaction' category. This pertains to the actual story. You may know what the story is about, but it may last too long in one place and get stagnant, or it may go too quickly and be hard to follow. There should be a good story pace. This is also different from actor deliver pace in 'interaction'. It has to do with content rather than acting ability.