



the Renaissance

*138 Park Ave. West
Mansfield, OH 44902
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www.mansfieldtickets.com*

April 18, 2010 SCHEDULE OF EVENTS

11:30-12:00	Arrival and Registration (lobby) - Food
12:00-12:20	Opening Ceremony & Warm-Up (theatre)
12:30 - 1:00	1 st Event (underground and theatre)
1:15 - 1:45	2 nd Event (underground and theatre)
2:00 - 2:30	3 rd Event (underground and theatre)
2:30 - 3:00	Break (lobby) - Food & Freeze! Judges' deliberation (theatre).
3:00 - 3:30	Closing Ceremony (theatre) Awards & Large Group Photo
3:30 - 4:00	Socialize (lobby)

Events

Theatre: PROP 'TIL YOU DROP

This event challenges your team's ability to be creative with props. Each team will be given a bag filled with miscellaneous items. The team will have one minute to review the items and plan a scene. The goal of the team is to incorporate all the items into an exciting, dramatic, or comedic scene that has a concrete beginning, middle, and end. The Emcee will ask the audience to call out a conflict for the scene, then choose one for the team to utilize in the scene.

The Emcee will end the scene if it goes beyond 2 minutes.

Extra points will be given to teams who gets the audience to participate in the scene.

Underground: SHAKESPEARE's ALIVE!

This event challenges your team's ability to create a scene using Shakespearean plot devices. Each team will pick one term from a "Shakespeare" hat, have one minute to read over the term and then plan a two minute or less scene that illustrates the plot device.

Shakespeare Plot Devices:

1. Mistaken Identity: characters were mistaken for other people, often with comedic or dramatic results
2. Twins: look-alike characters for fun/exciting twists and confusion.
3. Foreshadowing: something is predicted or foretold... then comes to light.
4. Stock Characters: stereotyped characters such as: Young Lovers, Old Man, Fool, Best Friend/Servant, Smart Female, Dumb Female, Hothead, Depressed person, Clever Servants...etc.
5. Historical Characters: use of actual historical figures that really lived.
6. No Unity of Action: main plot with several sub-plots.
7. No Unity of Place: play takes place in several different locations
8. No Unity of Time: play can take place over many years.
9. Eavesdropping: listening or overhearing a conversation between others.
10. Messengers: relate crucial information to characters/audience.
11. Music: use of song in the middle of a scene.
12. Complex Characters: whose actions are psychologically motivated.
13. Revenge: characters seeking vengeance for something wrong done to them, their family or friends.
14. Supernatural: use of magic, ghosts, witches, etc.
15. Disguise: characters in disguise, either as protection or to gain information.
16. Themes: betrayal, murder, power, ambition.
17. Confidante: discuss personal matters and problems with a trusted friend.
18. Soliloquies: talking to yourself to reveal thoughts and ideas to audience.
19. Asides: a remark made to the audience that the other characters on stage cannot hear.

Extra points will be given to teams who utilize song or dance in the scene.

Theatre & Underground: WHO'S SCRIPT IS IT ANYWAY?

is a chance to collaborate with members of the opposing teams.

Everyone will be assigned to a new team for this final event.

Check your packet & nametag to find out your temporary team.

Each team will draw one movie genre out of a hat. The Emcee will ask the audience to call out a well-known movie title, then choose one for the team to utilize for their scene.

The team must create a scene from the movie using the chosen genre. The scene must have a setting, characters and conflict as well as a concrete beginning, middle, and end. The team will have 1 minute before beginning their scene to prepare.

Genres:

1. **Action (Disaster):** Stories where the central struggle plays out mainly through a clash of physical forces. *Die Hard, Air Force One, Jurassic Park, Lethal Weapon, Speed, The Terminator, Twister.*
2. **Adventure:** Stories where the central struggle plays out mainly through encounters with new "worlds." *Apollo 13, The Deep, Indiana Jones and the Temple of Doom, Lawrence of Arabia, Water World.*
3. **Comedy:** Stories where the central struggle causes hilarious results. *Blades of Glory, Ace Ventura, Pet Detective, Honey, I Shrunk the Kids, My Best Friend's Wedding, Nine to Five, Austin Powers.*
4. **Coming-of-Age Drama:** Stories where the central struggle is about the hero finding his or her place in the world. *American Beauty, Spiderman, Juno, Accepted, The Breakfast Club, The Graduate, The Lion King, Saturday Night Fever.*
5. **Crime:** Stories where the central struggle is about catching a criminal. *Bourne Ultimatum, James Bond, Breach, Fracture, Fargo.*
6. **Detective Story/Courtroom Drama:** Stories where the central struggle is to find out what really happened and thus to expose the truth. *A Few Good Men, Philadelphia, Rear Window.*
7. **Epic/Myth:** Stories where the central struggle plays out in the midst of a clash of great forces or in the sweep of great historical change. *Lord of the Rings, Harry Potter, Apocalypse Now, Ghandi, The Godfather, Gone With the Wind, Star Wars, The Ten Commandments.*
8. **Fantasy:** Stories which are animated, or whose central struggle plays out in two worlds - the "real" world and an imaginary world. *Enchanted, Big, Ghostbusters, Mary Poppins, The Mask, Peter Pan, Toy Story, The Wizard of*

Oz, Who Killed Roger Rabbit? Harry Potter, Pirates of the Caribbean, The Matrix, Ghost Rider.

9. **Gangster:** Stories where the central struggle is between a criminal and society. A cautionary tale, rooted in a main character who commits crimes. American Gangster, No Country for Old Men, Bonnie and Clyde, Butch Cassidy and the Sundance Kid, Dead Man Walking, Goodfellas.

10. **Horror:** Stories where the central struggle focuses on escaping from and eventually defeating a Monster (either human or non-human). I am Legend, Alien, The Blair Witch Project, Saw, Friday the Thirteenth, I Know What You Did Last Summer, King Kong, Cloverleaf.

11. **Love (Romance):** Stories where the central struggle is between two people who each want to win or keep the love of the other. Pretty Woman, 27 Dresses, Notting Hill, How to Lose a Guy in 10 Days, Titanic, Brokeback Mountain, The Notebook.

12. **Science Fiction:** Stories where the central struggle is generated from the technology and tools of a scientifically imaginable world. Back to the Future, ET: The Extra Terrestrial, Star Wars, Star Trek, The Terminator.

13. **Social Drama:** Stories where the central struggle is between a Champion and a problem or injustice in society. Usually the Champion has a personal stake in the outcome of the struggle. Pursuit of Happyness, Atonement, We are Marshall, Remember the Titans, Freedom Writers, Devil Wears Prada.

14. **Thriller:** Stories where the central struggle pits an innocent hero against a lethal enemy who is out to kill him or her. North by Northwest, Sleeping With the Enemy.

15. **The Black Comedy:** A comedy that uses death and morbid doings as the root of its humor. Very Bad Things, Pulp Fiction.

17. **The Buddy Movie:** Describes a vehicle for two stars of relatively equal importance, although one of them is usually the main character. The Bucket List (Nicholson & Freeman), More Money (Latifah, Keaton, Holmes).

18. **The Heist (or Caper):** An intricately planned theft by a group of people. Ocean's Eleven, The Thomas Crown Affair, The Usual Suspects.

19. **The Historical Drama:** The Great Debaters, Elizabeth, 300, Kingdom of Heaven, Saving Flags of our Fathers, Rescue Dawn.

20. **The Musical:** Chicago, Dream Girls, Hairspray, Sweeney Todd, Moulin Rouge.

21. **The Western:** 3:10 to Yuma, The Quick and the Dead, Young Guns, Dances with Wolves, The Assassination of Jesse James by the Coward Robert Ford.

Rehearsal Hall C: FREEZE

is a chance to collaborate with members of the opposing teams.

It begins with two players up on stage and the audience suggests a situation and relationship. The two players begin a scene based on that information. The scene will progress from beginning to middle, to end.

As the scene reaches its end, another player yells "Freeze!" Both players onstage must *freeze* in their physical position. Whoever has called "freeze" comes on stage, and "tags" one of the two players out of the game. This new player assumes the exact same physical position of the person tagged out, and begins an entirely new scene (based on a new situation and relationship).

There are only two rules to Freeze. One is the "three person" rule. When the game reaches it's mid-point the Emcee can call out "The next is a three person!" The next time someone yells "Freeze!", rather than tagging-out one of the two players, the new player simply starts a new scene (now with a total of three players). Freeze continues, but now each new scene is played with three performers.

The second rule is the Emcee veto of the "Nib!" rule. If a scene is going really well, the Emcee *may* shout out "Nib!", which blocks the call for "Freeze" and the current scene continues. Sometimes it's only fair to let a scene reach it's natural end (by players on stage calling "Scene" to end it. If you get "Nibed, just wait, let the scene reach an end, and then try calling "Freeze!" again - chances are good you will be given the green-light to play.

RULES and SKILLS

OLYMPIC RULES:

- Teams remain in the following designated Olympic areas: the lobby, the theatre and the underground.
- Food only in the lobby. Please dispose of trash in provided receptacles and keep the noise level at a minimum.
- Team Leader is responsible for reviewing event directives and assigning members to participate in various events.
- Props, Costumes or anything else not provided by Olympic committee are not permitted to be used during events.
- Teams must be in assigned performance space "ready to go" at designated times!
- If team is not ready-to-go *on time*, that event is forfeit.
- A participant whose character or conduct violates these rules will be asked to leave the Olympics and the Renaissance immediately.

USE THE RULES OF IMPROV:

- Always say "YES" (do not deny what has been created on the stage).
- After saying "YES" add to the scene.
- Always make your partner look good.
- Make sure your scene has a beginning-middle-end (try to end the scene yourself instead of having the judge call "Time's Up!")
- The rules of your school apply during these Olympics. Keep the content PG-13.
- No "PAWS" (NO Profanity, references to Alcohol or drugs, Weapons, Sexual innuendo or intentional humiliation of another person).

USE ACTING BASICS:

- The body should face the audience.
- The voice must be heard AND understood (only 1 person talk at a time).
- Rock-n-Roll is bad (No swaying from side to side, shaking, tapping your feet, rocking back and forth. Hold your ground. Move when necessary.).
- Eye contact.
- Take a RISK!
- Use variety in the Vocal Techniques of PAVE PEPI:
Pitch, Articulation, Volume, Expression, Pace, Enunciation, Pause, & Intensity.
- Use variety in the Physical Techniques of GELLFS:
Gesture, Energy, Levels, Locomotion, Stillness, & Facial Expression.

HOW OLYMPIC EVENTS ARE JUDGED:

Teams receive between 0-15 points for each event.

Judges are considering the following:

•YES:

Team says "YES" to everything given to them, no denying.

•MAKE YOUR PARTNER LOOK GOOD:

Team works together, no one hogs the scene because there is give and take.

•STAGE PRESENCE:

Team is heard, understood, seen, not upstaging or turning their backs on the audience or chewing gum.

•WHERE & WHEN:

Team establishes setting through pantomime and use of objects in that location. (Team is encouraged to BECOME objects in settings.)

•NARRATIVE:

Team sets up plot, conflicts, and solves conflicts so scenes have a beginning, middle and end. Scenes also have a climax or exciting moment.

•CHARACTER:

Team communicates character and relationships through voice, body language, facial expression, gesture and movement.

•ATTITUDE:

Team never puts any other team, individual, audience member, or idea down. The attitude is one of taking a risk, putting on a good performance, having fun, supporting every team, and treating the audience with respect; rather than on winning.

•FUN:

The scene is fun to watch and the team has fun performing it. Remember, fun does not necessarily mean "funny".

•EVENT RULES:

Team adheres to the rules of each event.

•KNOCK YOUR SOCKS OFF FACTOR:

Judges' discrimination for the *WOW* dynamic.