

Procedures for Improv Challenge:

1. Team members will be on separate screens and will not be allowed to be on same screen. All of the games listed above lend themselves to Zoomprov.
2. Students will need to login 10 min prior to their time on the bracket in case we are running early.
3. They will meet in the lobby and be sent to a breakout room where the judge will be waiting.
4. Prelim and Quarter rounds will be 15 – 20 min each, Semis will be 30 min, and 3rd Place and Finals will be an hour. Students selected for the All-Star cast will be alerted and more information send out after the second Super Saturday.
5. Dress code requirements are troupe shirts and jeans.
6. Students must be present for their round or will be disqualified.
7. After each round your team will be alerted that they have moved on or have been eliminated.
8. All performances must be school appropriate. Failure to follow this might result in removal of team from competition.
9. Each round will consist of short Form IMPROV for all rounds with a round of PUNS at each match.
10. Any questions please contact Matthew Peters at matt.peters@texasthespians.org

Round 1 - 3

One Team Scene/Naïve – selected by Judge

One Team Scene/Naïve – selected by Judge

Head to Head – selected by Judge

Semis 1 – 2, 3rd Place, All Star and Championship Round – additions may occur

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Improv Games for VTTSF

ONE TEAM, SCENE: Home Video, Ding, Take One Down, Translator, Counting Words, Options, Typewriter, SFX, Movie Trailer, Shift Left, Town Meeting, Can Do That Better, What They Said

ONE TEAM, NAÏVE: Press Conference, Dating Game, Party Quirks, Return Desk, Excuses Excuses

Games for one team at a time

Press Conference - This is a verbal improv game, played with 4 players. One player leaves the room, while the audience provides the name of a famous or historical person and what unrelated thing, they are there to announce. The `absent` player will give a press conference, but he does not know who they are or what they are there to announce. The other players are journalists, whose questions should provide indications to who the mystery guest might be. Game ends when our player guesses who they are and what they are there to announce. Notes - The `journalists` should really play journalist characters. They can take photographs or have a fight about who gets to ask the next question.

Home Video – You get a funny story from an audience member and the improvisors must act it out. The moderator will choose to rewind to a specific moment or fast forward to a specific moment.

Ding – Players act out a scene based on an audience suggestion. Then at random the players must change their dialogue when they hear a bell.

Dating Game - This is played like a Blind Date show. One player leaves the room, and the audience provides endowments for the 3 others. Examples might be No. 1 is a celebrity, No. 2 is an eggbeater and No. 3 is afraid of national landmarks. 4th player returns and gets to ask questions of each contestant. Player 4 should try to guess what the endowments were.

Take One Down - This is a 4-Person Scene game. A short scene starts off any suggestion. When the scene is done, the audience applauds for the players they liked the best. Whoever receives the least applause will be eliminated. The remaining players do the SAME EXACT SCENE but fill in the role of the missing player. Players are eliminated one at a time, each time replaying the exact scene and filling in the spots, until there is "Only One" who will replay the scene doing all four roles. It should be noted that a good improviser would get out first because they would be providing good support, gifting and not trying to steal the focus.

Party Quirks - One player plays a character that is having a party. The other players will be the guests, and the audience provides us with who the guests might be or what their quirks might be. Of course, the host does not know who the guests are. His task is to guess who the guests might be, based on hints the guests offer. The game is over as soon as the host has guessed all guests.

Translator – 2 improvisors are in a heated debate speaking gibberish. Their translators must translate what is being said in the debate.

Counting Words – Each improviser is given a number. Their sentences said in the scene can only be that amount. They will get an audience suggestion and can only use that amount of words throughout the scene.

Options – The improvisors will create a scene. Every time they hear a ding the moderator will ask the audience for any word (OR GENRE). The word that the moderator picks will be what the improvisors must work into their scene.

Typewriter - One of the players is the Narrator. He has a (mimed) typewriter and starts the scene by reading aloud as he types. As soon as the Narrator has given a few elements, the players take over and start playing the scene. At any point, the Narrator can take over again, perhaps switch to another location, introduce new character, provide tilts or flashbacks. **Variations** - When a scene goes bad, the Narrator can mime ripping a couple of pages of his story apart and restart the scene (or the story).

SFX People – 2 improvisors are doing a scene while the other two provide sound effects off stage.

Movie Trailer - Ask the audience for a fictitious movie title or general suggestion and you create the movie title. 2 players will do a movie review. As the movie is discussed, certain scenes are suggested as clips (keep it vague) and the other players act out the clips. Usually do three clips.

Shift Left, Shift Right (aka Pan Left) – 4 improvisors stand in a square shape. A suggestion is given to the first partnership. You then switch left and a new partnership is formed. You give them a suggestion, and this continues until each pair has a suggestion. The improvisors will then act out the scenes with the moderator choosing when to shift left or shift right. There should be jumps in time for each shift to that scene.

Town Meeting – In a small American town, something mundane and harmless is coming under fire and the Mayor (your judge) is considering outlawing it. 4 Improvisers divide into two groups: one group is in favor of banning the harmless concept, and group two is in favor of keeping the harmless concept legal. One at a time, the Mayor will hear the concerns of the citizens who will introduce themselves, their role in town and their opinion on the proposed banning. Based on the arguments and perhaps audience response, the Mayor will make a final decision on the banning.

Can Do That Better – Two improvisers will begin a scene based on an audience suggestion, but at any time other improvisers may pause the scene by yelling “Hold up!” and announcing that they can do something in the scene a little bit better. Based on the judge’s discretion, the new improviser may be allowed to tap into the scene, show off what they can do better and then continue the same scene where it left off.

WHAT THEY SAID – One improviser can only speak using words that have already been said in the scene by other improvisers, and the scene is NOT about trying to understand this improviser. They can rearrange orders of words, but not make new ones or divide existing words.

Return Desk – One improviser will be named the “Return Desk Clerk” and be asked to exit the room, while 3 other improvisers are given suggestions of unique items that do a specific task that must be returned before the store closes in five minutes. Through hints, puns and pantomime, the Return Desk Clerk must figure out what exactly is being returned for each customer AND offer an acceptable alternative product that may suit the customers needs.

Excuses, Excuses – One improviser will leave the room, and the audience will give a suggestion for a crazy unique reason of why this improviser will be late to work. The three other improvisers begin an important business meeting, and the naïve improviser is welcomed back to the stage. Everyone besides the naïve improviser knows exactly why this person is late, and through clever hints, the naïve improviser figures out and state why exactly they are so late.

Games for Head to Head

GAMES, ALL SKATE: Story Orchestra, Letters from Camp, Waiter, World's Worst, Slogans, Garth, Wikipedia

GAMES, TEAM V TEAM: Beastie Boys, ABCs, Advice Panel,

Advice Panel – both teams of improvisers stand in a line and introduce themselves as interesting characters or experts in certain ways. Moderator gets advice-based questions from the audience (how do I fall in love? Should I exact revenge on my enemies?) and the improvisers answer the question in character.

Puns – bad jokes, think Dad jokes

- Letters from Camp – Dear Mom and Dad, thank you/I hate you for sending me to Doctor Camp, I have learned patience
- Soup (aka Waiter) – Moderator says, “Waiter I found a Doctor in my soup.” Improvisor says “Maybe you should just have some Patience”

Beastie Boys

- Two teams stand across from one another while 1 member from each team steps in the middle. They are then given a rhyming word. Each person in the middle must rap to get their team to say the last word of the rhyme. The whole team must say the rhyme correctly or a point is given to the other team.

Slogans – just give slogans for random things like water, air, cardboard boxes, etc.

ABC – Two teams go head to head creating a scene where each sentence must start with the next letter of the alphabet. For example,

Example: 1. “Apples are the best” 2. “Bt I thought you loved cantaloupe” 3. “Cantaloupe is disgusting”

World's Worst – given a profession and then asked to create a one liner for the world's worst for that profession. For example, worlds worst doctor would say “I thought you wanted me to leave the scalpel in there”

Garth – given the full name of a celebrity, fictional character, or public figure and their first or last name may be punned upon. (If both first and last names are punned up on – this would be a twofer!)

Examples: If Tom Cruise slept through his alarm, he would be Tom SNOOZE! (one-fer!)

If Gal Gadot was my only friend, she would be PAL SOLO (two-fer!!)

If Dwayne “The Rock” Johnson was a crazy article of clothing from the Midwestern United States, he’d be INSANE “THE SOCK” WISCONSIN (the rare three-fer!!!)

Wikipedia - Between 4-8 Improviser stand in a line, as they attempt to read from Wikipedia, the internet’s editable encyclopedia. Since anyone can edit Wikipedia, it’s full of errors, opinions, and bad grammar. The audience gives a suggestion of a starting topic, and one improviser steps forward to “read” the Wikipedia page on that subject. If at any point another improviser wishes to CHALLENGE something they hear, they may scream “Challenge” and point out why something is incorrect. If accepted by the judge, they now step in the middle and begin to “read” a NEW page off Wikipedia (inspired by something from the previous page) If the judge denies your correction, the original person continues to read the same Wikipedia page until they are challenged again. Wikipedia is always told in the third person (No “I” statements!)

EXAMPLE: 1: “Frogs are known for many things - living on Lilly pads, eating flies and if you kiss them sometimes, they turn into princes”

2: “Challenge! Sometimes if you kiss a frog, he’ll just turn into a High School Vice Principal.”

Judge: Accepted!

2: “High School is often categorized as 9th grade through 12th grade, and can be – “

3: “Challenge! I dropped out before 12th grade, but I still went to high school”

Judge: Not Accepted, that sounds like a personal problem – please continue.

2: “In High School, often students will attend a formal dance known as prom – “

4: “Challenge! I’ve been to a prom and the dancing there is ANYTHING but formal!”

Judge: Accepted!

4: “The Macarena was a dance-based craze from the mid-90s...”