

LATE NIGHT EVENTS

SPEED CHARADES- Rules and Guidelines

1. Each team should have five conference- registered students.
2. All group members should be from the same school. Each school may submit two charade teams.
3. Register your team at the registration table. Look for the sign that says, "Competitive Charades"
4. Speed charade rules apply.
A representative from each group will be given a title. The student will then act out the title to his/her group. **PARTICIPANTS ARE NOT ALLOWED TO SPELL OUT WORDS.** (Many groups will be acting at the same time.) When the title is guessed, another member of the group must run to the designated sponsor and give the accurate title.
5. Titles may be taken from plays, musicals, movies, TV shows, and songs from musicals.
6. The first team with the accurate title will win the point. The team with the most points wins.
7. Winners will be recognized at an awards assembly.

CREATIVE COSTUMES - Rules and Regulations

1. Teams must be pre-registered in order to compete in the event. (The number of competitors must be known in advance since supplies must be purchased.)
2. Each team shall consist of 2-4 conference-registered students from the same school.
3. Each school may enter no more than two teams.
4. If necessary, two sections of teams will compete simultaneously.
5. Each team shall be given identical bags of costuming material. (Possible items include: masking tape, trash bags, material, markers, etc.)
6. The costume designed should tie into the theme provided to the contestants.
7. Teams will present their final product to judges in the order in which they received materials.
8. All costumes designed will be appropriate for public display. If possible, a fashion parade at the end of the evening will occur.
9. Costumes will be judged on a scoring rubric (creativity, theme, explanation, and workability).
10. Awards will be presented before the Mainstage show the following day.

THEATRE TEST- Rules and Guidelines

1. Each school may have two teams.
2. A team consists of three conference- registered students. Group members must be from the same school.
3. All teams will be placed in the same section of testing.
4. The test is a written test.
5. The test room will be monitored by a thespian sponsor.
6. The members of each team may confer to answer the questions.
7. Winners will be recognized before the Mainstage show the following day.

IMPROV- Rules and Guidelines

1. A team will consist of five conference-registered students.
2. All group members should be from the same school. Each school may submit two improv teams. There will be two sections of improv competition and each school submitting two teams will have one team in each section.
3. Register your team at the registration table. Look for the sign that says, "Competitive Improv Sign-Up"
4. In competition, each team will be given a topic which needs to be incorporated as a central part of the improv scene.
5. The team will have approximately 90 seconds to create a scene that uses the selected topic and each group member. The group may use whatever table or chair is in the room, but no other props or costumes are allowed.
6. Performance time limit is two minutes.
7. Judges will award each team up to 25 points in the following categories:
IDEA & PLOT—A logical beginning, middle, and end; Imagination; Use and development of the topic; Focus.
ACTING—Believable; Actors work together; Consistent; All actors are involved.
STAGING—Imaginative use of the stage: Movement is motivated.
OVERALL IMPRESSION—Creative, fresh approach, interesting.

PANTOMIME TO MUSIC - Rules and Guidelines

1. Each school may have two teams. A team consists of 1-4 conference-registered students. Group members must be from the same school.
2. All teams will be placed in the same section of testing.
3. Register your team at the registration table. Look for the sign that says, "Pantomime."
4. If necessary, two sections of teams will compete simultaneously.
5. Entrants must present one selection.
6. Selection must be ORIGINAL – no re-enactments of Marcel Marceau, Red Skelton, etc...
7. No lip synching or audible vocal sounds by the performer(s) are permitted.
8. Performer(s) MUST use pre-recorded, non-vocal musical accompaniment or pre-recorded non-vocal sound effects. (on CD, please)
9. Each entrant must be actively involved in the scene.
10. The performance cannot exceed two (2) minutes.
11. The introduction must include only the entrant's (or entrants') name(s), school, and title of pantomime piece. Time will begin when a performer(s) moves after conclusion of the introduction.
12. Props and theatrical makeup are not allowed.
13. Judges will award each team up to 25 points in the following categories:
STORY— Clear story line with beginning, middle and end. Effective sequence of action. Original and imaginative thought. Timing and pace create dramatic tension.
CHARACTER(S)— Solid character development. Strong, active objectives. Interaction between actors (if scene contains more than one performer). Action of the scene is driven by the character's desire.
MOVEMENT— Use of body to convey character. Clear and precise gestures. Use of space. Attention to detail. Expression and energy. Movement provides crucial insight to the scene.
OVERALL PRESENTATION— Appropriate use of sound/music. Concentration and focus. Performer's choice of material appropriate with ability. Entrant's talent well showcased.

TALENT SHOWCASE - Rules and Guidelines

1. Each school may have up to two entries.
2. A performance should not be longer than 3 minutes.
3. A CD player and piano will be available.
4. The sponsor must see and approve the performance prior to conference. A form must be signed by the sponsor and turned in at registration.
5. This is a showcase only – it is not a contest.

Talent Showcase – Sponsor Approval Form

I have seen and approve the talent showcase performance for

Student(s) Name(s)

Sponsor signature

School