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# KANSAS THESPIANS<sup>SM</sup>

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## COMPETITIVE IMPROV SCORING RUBRIC

SCHOOL: \_\_\_\_\_

TEAM: \_\_\_\_\_

*Score each area from 1-5, 5 being the highest.*

### Professionalism

- **Emcee:** Clear, concise explanation / relative control of audience.
- **Players:** Attitude, focus at beginning and end.

1      2      3      4      5

### Teamwork

- Awareness and incorporation of teammates' ideas
- All players evenly committed and involved.

1      2      3      4      5

### Improv / Theatre Fundamentals

- Staying open, volume, in character, acceptance, etc..

1      2      3      4      5

### Beginning, Middle, End

- **Beginning:** clear and creative, you want to see where it will go.
- **Middle:** unexpected or interesting choices keep things fresh.
- **End:** ends on a high note, leaves you wanting more.

1      2      3      4      5

### Entertainment Value

- Simply put, how much did you enjoy the scene.

1      2      3      4      5

**Total**      \_\_\_\_\_ / \_\_\_\_\_ **25**

## ***General Information***

- Teams must be pre-registered in Cvent for Competitive Improv.
- There is a \$5 fee per team to participate in the Competitive Improv,
- Schools may only register one Competitive Improv team. ***Space is limited to 30 teams (2 rooms of 15 teams each).***
- Each team must include five students.
- Each student must be registered for the conference.
- All team members must be from the same school.
- Awards will be presented after the main stage performance on the final day of the conference.
- ***Prepare to play one Story Games AND one Musical/Verbal Restriction Games.***
- Each team will be guaranteed to perform one game.
- Teams making it to the semifinal round will play their second game.
- Teams should be familiar with all of the games on the Kansas Thespian website under Competitive Improv.

## ***Rules***

- ***Teams will sign be assigned a room to compete in a Story Game or a Musical/Verbal Restriction Game on a first come/first serve basis at the conference.***
- The group may use whatever table or chair is in the room, but no other props or costumes are allowed.
- Each team is given four minutes to play their game.
- Judges will award each team up to 25 points. Five points maximum can be earned in each of the following categories: 1. Professionalism, 2. Teamwork, 3. Improv/Theatre Fundamentals, 4. Beginning/Middle/End, & 5. Entertainment Value.
- At the end of the first round, the top five teams (based on points) from each room will advance to the semifinal round.
- The semifinal teams will go to the other room and play their second game.
- The two teams from each room that score the highest in the semifinal round will advance to the final round.
- In the final round, all four teams will play a new game that is suggested by the adjudicators.