Improv Spectacular

Whose Line Procedures

This is a fun game that has been played on *Whose Line Is It Anyway?* You can reference some of those videos online, but for Improv Spectacular you will perform it with a bit more players.

Number of Players: 4/5

Suggestions Supplied: A place and lines of dialogue in an envelope.

Scene: Starting with two people, the scene is developed in the location that was suggested by the judges. Other members of the group logically enter into the scene. Throughout the scene, members need to find *clever* ways to incorporate the lines given to them. Players react and continue the story based on the suggestions.

Notes: Players should put their lines in their pocket. They cannot look at the lines before they use them in the scene.

The scene should be no longer than three minutes. Please raise your hand when there are 15 seconds left in the scene.

Improv Spectacular

Whose Line Rubric

Judge Name _____

These are NOT share sheets. They are merely for scoring.

School _____ Troupe #_____ Team # _____

Category	Description	Score Each from 10 (BEST) to 1 (NEEDS WORK)
Procedures	● Scene begins with two players and the other characters find natural ways to enter and exit scene ● Each actor finds ways to incorporate the lines given to them into the overall scene	
Characters	● Characters are clearly defined ● Strong original character choices based on the lines given in the scene ● Characters range in identity (not merely teenagers in weird situations)	
Story	● Elements from all players' lines are incorporated into the story ● The story addresses the environment given by the judges ● The plot is varied and progresses with a beginning (a platform), a middle, and an end ● Creativity of story	
Craft	● Listening to and incorporating the suggestions of other actors ● Ability to take and give focus to all players ● Energy and commitment ● Blocking and use of space ● Voice/Diction ● Clever topics (No blue humor, shock value)	
	TOTAL (40 points)	

Improv Spectacular

Movie Director Procedures

This is a fun game that has been played on *Whose Line Is It Anyway?* You can reference some of those videos online, but for Improv Spectacular you could perform it with a bit more players.

Number of Players: 4/5 (One director & several movie actors)

Suggestions Supplied: A crime

Scene: Three or four actors perform a 30-second scene involving the suggested crime. An actor posing as the director yells, "Cut!" and interrupts the scene. The director then gives suggestions to "improve" the scene. The director yells, "Action!" and the *same* scene is acted from the beginning, incorporating the suggestions of the director. This can happen two or three more times

Notes:

- The scene should be no longer than three minutes. Each 30-second scene should try to have a beginning, middle, and end

Improv Spectacular

Movie Director Rubric

Judge Name _____

These are NOT share sheets. They are merely for scoring.

School _____ Troupe #_____ Team # _____

Category	Description	Score Each from 10 (BEST) to 1 (NEEDS WORK)
Procedures	● First scene is constructed involving a suggested crime ● After the first scene, the movie director gives suggestions to change certain aspects of the scene, but actors should keep the essence of the scene the same ● The scene should happen for a total of at least three times (the first scene and two changed scenes)	
Characters	● Characters are clearly defined in the first scene ● Characters incorporate new suggestions from the director ● Strong original character choices, not merely teenager in a weird situation ● Director suggestions for characters are creative	
Story	● Story consist of more than merely a crime ● Given characterization from the director alters the original story details but not the essence of story ● Creativity of story	
Craft	● Listening to and incorporating the suggestions of other actors ● Ability to take and give focus to all players ● Energy and commitment ● Blocking and use of space ● Voice/Diction ● Clever topics (No blue humor, shock value)	
	TOTAL (40 points)	

Improv Spectacular

Space Jump Procedures

This game is essentially a game of Freeze but on Red Bull.

Number of Players: 4/5

Suggestions Supplied: A noun (person, place, or thing)

Scene: The scene starts with one person and the suggested object. After 15 seconds or so, another player yells, "Space Jump!" The original player freezes, allowing for the other player to initiate a *different* scene for two people. After a while, the third player yells, "Space Jump!" and the two freeze, allowing the third player to initiate another *new* scene. This progresses until all four or five players are in. Once all are in, the last player finds a way to exit the scene and yells, "Space Jump," leaving the four players to resort back to the previous scene. After a while, the next player leaves with a "Space Jump!" and the scene resorts to the previous scene again. This digresses until the scene is one player and the original object.

Notes:

- Players should remember their order. This game doesn't work if the order gets messed up.
- When revisiting the previous scenes on the way out, the situation should not change, but the story should alter a bit. We don't want to see the same joke/schtick again.
- The scene should be no longer than three minutes. Please raise your hand when there are 15 seconds left in the scene.

Improv Spectacular

Space Jump Rubric

Judge Name _____

These are NOT share sheets. They are merely for scoring.

School _____ Troupe #_____ Team # _____

Category	Description	Score Each from 10 (BEST) to 1 (NEEDS WORK)
Procedures	● The action starts with one person and a noun ● With each subsequent scene, another actor yells, "Space Jump" and jumps into the action and the scene *changes*. This progresses until all 4 or 5 are in. The process is reversed going back to the previous scenes.	
Characters	● Characters are clearly defined in the different scenes ● Characters incorporate new suggestions from incoming actors ● Strong original character choices, not just teenagers in weird situations ● Character suggestions are creative	
Story	● Conflict in each story is developed with a platform on the "way in" ● The story changes slightly to incorporate a new slant on the "way out" ● Creativity of the story is interesting and varied	
Craft	● Listening to and incorporating the suggestions of other actors ● Ability to take and give focus to all players ● Energy and commitment ● Blocking and use of space ● Voice/Diction ● Clever topics (No blue humor, shock value)	
	TOTAL (40 points)	

Improv Spectacular

Four Ways to Die Procedures

Number of Players: 4/5

Suggestions Supplied: Four ways to die & a location

Scene: Two players begin a scene in the suggested location. The rest of the players find a way to enter. *Without planning who gets what suggested death*, the players begin to die one at a time. The others react and keep the story going until one (or two depending on the size of the group) is left alone with three bodies on the stage.

Notes:

- Work the deaths in logically. If you have someone die from a horrible dishwasher incident, you may want to have a character work at a restaurant.
- Die on stage. Don't cheat yourself by carrying some corpse on stage who already died.
- Don't plan who gets what death. It is better to see you listen and adjust on stage.
- There is no order to how players should die.
- The scene should be no longer than three minutes. Please raise your hand when there are 15 seconds left in the scene.

Improv Spectacular

Four Ways to Die Rubric

Judge Name _____

These are NOT share sheets. They are merely for scoring.

School _____ Troupe #_____ Team # _____

Category	Description	Score Each from 10 (BEST) to 1 (NEEDS WORK)
Procedures	● The action starts at a place and four unrelated suggestions of ways for people to die. The improvisers are NOT assigned a death. ● Throughout the scene, the characters must randomly die from each of the suggested ways (If there are five performers, two die the same way) ● The deaths occur "logically" throughout the scene	
Characters	● Characters are clearly defined throughout the scene ● Characters react to the death, but continue the scene ● Strong original character choices, not merely teenagers in weird situations ● Character suggestions are creative	
Story	● The deaths must be linked in some "logical" way (using that term loosely) to keep the cohesion of the story ● Creativity of the story is interesting and varied.	
Craft	● Listening to and incorporating the suggestions of other actors ● Ability to take and give focus to all players ● Energy and commitment ● Blocking and use of space ● Voice/Diction ● Clever topics (No blue humor, shock value)	
	TOTAL (40 points)	