

Improv Intensive 2019
(formally Improv Olympix)
Getting started packet

General Improv Skills/Terms

Acceptance/Yes And - Saying 'yes' (either figuratively or literally) to the suggestions your other teammates give you and then trying to do something with it to advance the scene.

Brown Bagging – Rude, crude, or inappropriate humor. Not cool.

CORE - Stands for Character, Objective, Relationship, and Environment. Each of these elements needs to be in every improv game or scene.

Denial – Sometimes also called Blocking. It is the opposite of Acceptance/Yes Anding. Any time a player is rejecting or denying an offer and stopping the game/scene from going forward.

Driving – In improv this term has 2 meanings. The first is the person who is leading the scene. This is not a bad thing. The second (which is that which we are referring to in this packet) is when a player is taking control of a game/scene and not letting other players contribute ideas. This IS a bad thing.

Gifting – Sometimes also called endowing. Any time a player “gifts” another by giving them a clue as to who they are, where they are, what they are doing, (you get the idea). Obviously, the other player should accept and yes and the gift.

Give and Take – Figuring out when your character is the focus of the scene, and when you are supporting the scene (as either a background player or going to the side to watch the scene happen).

Huddle – The time a team spends together either before the game or in some specialized cases during the game to confab about where the scene/game will go.

Justification – Finding a solution or reason why something is happening (or said) in the game. A good thing, obviously.

Suggestions/stimulus: Something provided by an audience member via the host to get the scene started. The inspiration for a scene. Every scene will start with one.

How Improv Intensive works

- There is a limit of 38 teams who may participate in this event. The first 38 to register correctly will be the ones allowed to play.
- Each school may submit 1 team of 4-5 students who have been working solidly (pre-conference) on the games that will be scored by the Improv Intensive adjudicators. They will need to know the e-mail address of the captain when registering online, as well as each team member's Thespian ID number.
- All teams registered to play will be sent the rules for the 6 potential games they may be asked to play, as well as brief coaching tips for each of those games. The teams will be asked to play 3 of these games, but should prepare all 6 since they don't know which 3 they will be asked to play. When playing the games for competition there is a time limit of **5 minutes**.

- Round One will consist of a Head-to-Head game. This round will be played Thursday evening after the Main Stage. The other 2 rounds will be single team games played on Saturday morning.
- The teams will go to each of 3-5 rooms and play whatever game that adjudicator states is the game for the room. Each of the 3 sessions is 60 minutes long. All audience members will be required to remain in the room the entire session. With the exception of round 1, Teams will go in 1 at a time, and then remain in the room to watch the other teams until all 5-6 teams have performed in that session. Then they will move onto their next room for the next game/session, and finally the last room/game/session. This means that all 6 teams in a room will play the same game and be judged accordingly (see points awarded section below). Round 1 will have the first 3-5 teams perform for 20 minutes, the next 3-5 teams for the next 20 minutes, and finally the last 3-5 teams in the final 20 minutes. In this round only the teams may leave after they have performed.

Ratings will be awarded based on

- The team's ability to work together as a cohesive unit. All players should play each game (with the exception of games where the description allows less players to play). Both group participation and each individual member's ability to participate in the game is essential. In other words – no driving (see terms above), focus on ensemble.
- The team's ability to understand and follow the rules to the games sent to them in advance. It's really important that all teams read and practice playing by these rules in advance. Many times games are taught with slightly different rules or go by different names, and since consistency is important all teams need to make sure they are familiar with how we will play the games in advance.
- Complete structure in the scene (beginning, middle, end).
- Whether the game/scene advanced/made sense and did not have denial.
- Ability to play each game within the allotted time limit of 5 minutes
- CORE needs to be present in each game (see terms above)
- Playing at the top of their intelligence (i.e. no brown bagging). Teams who score a superior in all three rounds, but brown bag even once will not receive a superior rating overall.
- The team's ability to entertain both the adjudicator(s) and the audience.
- **TEAMS ARE NOT COMPETING AGAINST EACH OTHER** – they are competing for their best rating (Fair to Superior). Teams that receive an overall score of Superior in each of the 3 rounds will be announced at the closing ceremonies and may be invited to perform at the final IE Showcase. **We have changed the title to Improv Intensive from Improv Olympix because of this fact.**

Team Member Requirements

- All team members must be initiated members of ITS at the time the team is registered to compete. Member numbers will be required at the time of registration.
- Teams of 5 must reflect a 2/3 gender mix – 2 of 1 gender and 2-3 of the opposite gender. Teams of 4 must reflect a 2/2 gender mix. No team may have less than 4 or more than 5 and any team that does not reflect this gender make-up will be disqualified.
- Same sex schools are exempt from the 2/3 gender mix, however may invite member(s) from another school of the opposite gender to join their team. This invited team member must meet the Thespian requirement.
- In the event a new player must be substituted onto the team after registration closes, said new member must bring their ITS card to the conference check-in and the team must still

reflect the 2/3 gender mix. No more than 1 player may be subbed in after registration closes.

Online Improv Resources

The following is a list of some improv websites. Remember that sometimes the rules they list for a particular game may not be the same as the ones we use for our event.

- <http://improvcyclopedia.org>
- http://www.unexpectedproductions.org/living_playbook.htm
- <http://www.learnimprov.com/>

Schedule

Thursday evening - Round 1 Head-to-Head,

Saturday morning - Round 2 & Round 3