



NEW ZEALAND SUPER EIGHT SCHOOLS' CULTURAL FESTIVAL

Theatre Sports

Storyline:

Did the team create a scene – place and time?

Did they create characters with voice, gesture and movement?

Did they establish a problem/conflict?

Was the problem/conflict resolved at the climax?

Entertainment:

N.B. Often this refers to humour but a game does not have to be funny to be entertaining.

Was the audience engaged?

Did the performers use the space?

Was movement and gesture purposeful?

Were voices clear and audible?

Technique:

Did the team follow the rules of the game?

Did the team accept “ask-fors” immediately? (NB: A team that waves off ask-fors should be heavily penalised.)

Did the team make the ask-fors an integral part of their game?

Did the players accept team mates’ offers (or did they “block?”)

Did every player have an important role? (NB: A player’s role may be much smaller than other players but it should contribute to the scene.)



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Junior (Y9-10) and Senior (Y11-12) competitions are separate. The trophy is awarded to the winner of the Senior competition regardless of results in the Junior competition.

Teams are of four to six players but only four may be used in any game.

There are three adjudicators, one for each category from the acronym SET: Storyline, Entertainment, Technique. The marking protocols (attached) outline each adjudicator's responsibilities. The host school must ensure that they are briefed on their responsibilities appropriately.

Each adjudicator awards a score out of five for their category, which is summed for a score of 15 per game. The scores must be displayed at the conclusion of the game by each adjudicator. The running total is kept by the host school. In the event of a tie at the conclusion, two players from each team will play Story-Story-Die. The winner is the last man standing.

There should be three rounds: *Choice* (the competing team chooses their game), *Blind* (the game is drawn randomly, e.g. from a hat), *Physical Challenge* (a physical action/limitation is imposed, e.g. a blind character, either drawn randomly or as an ask-for.)

Playing order is drawn randomly.

The Master of Ceremonies (MC) controls the show, including setting time limits for games. The MC needs to be an adult who can manage both the teams and the rowdy (but in a good way) crowd that often ensues. The MC needs to be alert to "friendly ask-fors" provided by school mates to ensure that teams get the set-up they've rehearsed, so they can be waved off.

Games: Slo'Mo'Co', Replay scenes (genre, emotional, 60-30-15), Arms, Lines (a.k.a. Papers/Actor's Nightmare), Endowments (party, criminal, superhero), Alphabet, Interviews (backwards, translation, sign language), Sub-titles/Foreign Film, Stunt Double.

The host school is responsible for awarding a certificate to the winning Junior team. In addition, they may issue certificates at their own discretion for other achievements, for example: best player, best game, best physical stunt, best line.

Adjudicators must only use the official Super Eight Schools' marking schedule.

1. Slo Mo Co:

Slow Motion Commentary

Two players act out a bizarre sport in slow motion while two other players provide commentary and "rewind" the scene to view the action in super-slo-mo or from an alternate angle. It works best if one competitor "cheats" but be careful not to allow it to degrade to a fight.

2. Arms:

The intention with this was to allow any Arms game, whether it is an interview or task-based. That should be up to the competing team's discretion in a blind round.

3. Criminal Endowment:

One player is removed from the auditorium and a CRIME, LOCATION (well-known) and ACCOMPLICE (famous) asked for. The "criminal" then have to admit to his crime given clues and innuendoes from his team (the police.)

4. Sub-titles:

Two/three players act out a scene in a foreign language/gibberish, while one/two players translate. It works best when the translators land the actors "in it" by offering outrageous translations. It can be played blind (translators can't see the action), but this is VERY hard.

5. Stunt Double:

Generally a famous action film is a good ask-for, but a twist should be added. For example, The Matrix on Rollerblades. Landing your team-mates "in it" is half the humour of the game.