
Team Improv

General Role of Judge: Providing game set-up. Adjudication according to criteria.

NOTE: Students should be given the benefit of the doubt as to how they interpret the opening line. For example, if the opening line is 'you couldn't swim', the students could do something regarding a swimming pool, fish swimming, sink or swim, etc. **Do not let how you would interpret the opening line affect your judgement as to how the students interpret and "act" out the opening line.** If the student's interpretation of the opening line is remotely close to that which was stated by the judge, then the students are within the intent of the rule to take the opening line whichever direction they please.

Rules: Each team comprising of between 4 to 6 performers shall stand before the judge at the appointed performance time. The judge shall select the participants and give the team a game to be played. No consultation time shall be allowed; the contestants must begin the game immediately. After the game has progressed for approximately two minutes, the judge will say "Stop". The performers must continue until the judge says, "Stop". The procedure is then repeated with an additional game to be played, then finally with another game to be played. The entire performance, including all three games, shall be kept under a twelve minute (12) time limit by the judge.

Additional information: Game topics supplied by the IESA to be printed on a single sheet. Groups may use a maximum of 5 chairs. The sheet will be supplied to the judges. The judges will select three games to be played from the list. To be eligible for Team Improv, students must also perform a scripted event.