

Challenge E: *THEATER smARTS*

Focus: *Theater Arts; Fine Arts; Teamwork*



The Destination: *Where This Challenge Will Take You!*

Live performances have delighted audiences for centuries, and when everything doesn't go according to the script, it just adds to the fun. Imagine how it must feel to be in the middle of your presentation when there is a DIsruption! Your own Troupe of Entertainers will give new meaning to the phrase, "the show must go on," when you create your own Live Performance and display your "theater smarts" as you deal with the DIsruption.

Points of Interest

- ★ The team will create a Presentation that tells a Story about a Troupe of Entertainers and their Live Performance.
- ★ The Story must include a scene in which the Entertainers are "in character" and put on a segment of their Live Performance.
- ★ The Story must include a DIsruption that affects the Live Performance, and demonstrate how the Troupe of Entertainers continue despite the DIsruption.
- ★ The team will choose and integrate three (3) Elements of Theater Arts into their Presentation.
- ★ As part of the Presentation, the team will include Scenery that moves or gives the illusion of movement.
- ★ The team will integrate an Improv Element and three *Side Trips* into the Presentation.

Time Limit: The team must complete the Presentation (including set up) in **eight minutes**.

Team Budget: The total value of the materials used in the Presentation may not exceed **\$100US**.

Roadmap for Success: Teams must read the *Rules of the Road* in order to successfully solve this Challenge!

A. Itinerary: The *Central Challenge* (225 points)

1. **The Story:** The team will create a Presentation that tells a Story about a *Troupe of Entertainers* (C.19.) acting in a *Live Performance* (C.9.).
 - a. **Story:** The Story may take place in any time period(s), past, present or future, and in any setting or location. It must include at least one scene in which a Troupe of Entertainers puts on a Live Performance. The Troupe of Entertainers may be human, but do not have to be.
 - b. **Live Performance:** The Live Performance may be any type of team-created theatrical event such as, but not limited to a play, variety show, traveling troubadours, concert, opera, musical theater, magic show, puppet show, etc. Teams may not use pre-written or previously published works. The intent is for teams to create an original Live Performance. Points will be awarded for the novelty and uniqueness of the Live Performance .
 - c. **DIsruption:** The Story must include an unexpected *DIsruption* (C.5.) that affects the Live Performance. The DIsruption may be caused by someone or something, seen or unseen, real or imaginary. Points will be awarded based on whether or not the DIsruption occurs, and the novelty and/or uniqueness of the DIsruption.
 - d. **The Show Must Go On:** The team will demonstrate how the Troupe of Entertainers copes with the DIsruption to ensure "The Show Must Go On!" Points will be awarded for the novel and unique way the Troupe of Entertainers deals with the DIsruption.

- e. **Overall Effect:** The team will be awarded points for the Overall Effect of the Presentation, which is how well all the requirements are combined into an entertaining performance.
2. **Elements of Theater Arts:** The team will choose three (3) Elements of Theater Arts, ONE from each category listed below, to integrate into their Presentation. The team will list and describe their chosen Elements on the *Tournament Data Form*, found at the end of this Challenge. Each Element may be displayed at any point in the Presentation and does not have to be part of the Troupe of Entertainers' Live Performance. Each Element will be evaluated for theatrical effectiveness and uniqueness and novelty.
- Art of the Playwright:** In this category, the team must display ONE playwrighting technique.
 - Art of the Performer:** In this category, the team must display ONE example of the performing arts listed.
 - Art of the Production:** In this category, the team must display ONE physical element that is used in theatrical productions.

THREE ELEMENTS OF THEATER ARTS

Choose ONE from each column. See Definitions in Section C.

The ART of the PLAYWRIGHT	The ART of the PERFORMER	The ART of the PRODUCTION
1. <i>Foreshadowing</i>	1. <i>Pantomime OR Expressive Movement</i>	1. <i>Puppet(s)</i>
2. <i>Prologue OR Epilogue</i>	2. <i>Song</i>	2. <i>Mask(s)</i>
3. <i>Breaking the Proscenium Arch/Fourth Wall</i>	3. <i>Dance</i>	3. <i>Costume(s)</i>
4. <i>Soliloquy OR Monologue</i>	4. <i>Acting/Characterization</i>	4. <i>Stage Makeup</i>

3. **Scenery: To enhance their Presentation, the team will design and construct Scenery that Moves.** "Scenery that Moves" is defined as *Scenery(C.15.)* that at some point in the Presentation is either physically in motion, undergoes a change by growing, shrinking, or changing location or position, or appears to move.
- It must appear to do this with no help by team members. Team members may not BE the Scenery, but may have contact with the Scenery in order to cause its movement.
 - Points will be awarded for the overall quality of the design and construction of the Scenery, whether the Scenery moves as planned, and for its theatrical effectiveness and impact on the Story.
4. **Improv Element:** At the Tournament, each team will choose from two types of Improv Elements to integrate into their Presentation: An **Improv Item** or the **Improv Alternate**.
- Improv Item:** An Improv Item is an ordinary physical object that the team will use as a prop in their Presentation. One minute before their Presentation begins the team will find out what the Item is. It may not be changed from its original form during the team's Presentation.
 - Improv Alternate:** For this Program year, the Improv Alternate asks teams to **Create a Phrase** and integrate the Phrase into their Presentation. One minute before their Presentation begins, the team will randomly select three letters of the alphabet. The team will then be given one minute to create a three-word Phrase in which the first letter of each word is one of the three letters they have chosen. For example, if the letters chosen were S, T, L, the team might create the Phrase "Leave The School." The team must use all three letters, but team members do not have to use the letters in the order they were selected. However, once the team creates the Phrase, they may not change the Phrase or the order of the words. The words chosen by the team must be real (not nonsense) words in whatever language is the primary language used at the Tournament.

- c. The intent of the Improv Element is for the team to improvise and use the Item or Phrase in a meaningful way during the course of the Presentation. The team will be awarded up to 25 points, depending on how well the Improv Element is used in the Performance. More information about the Improv Element is provided in the *Rules of the Road* and the *Team Manager Guide*.
5. **Team Identification Sign:** Your team must provide a free-standing Identification Sign (ID Sign) of approximately 2ft. (.6m) x 3ft. (.9m) displaying your team's Passport Name, Passport Number, and Level. It may not be used as a scoring element. See "Team Identification Sign" section in *Rules of the Road* for further information.

B. Side Trips (75 points)

The team must present three creations called 'Side Trips.' *Side Trips* give teams a chance to really show off their Specialties, which are their skills, interests, areas of strength, and talents. **The team may create anything they wish for Side Trips** including props, music, technical gadgets, costumes, and physical actions.

1. The team must present all three *Side Trips* as part of the timed Presentation. Each *Side Trip* must be described briefly on the *Tournament Data Form* found at the end of this Challenge.
2. A *Side Trip* may not be a specific item that is required in the Central Challenge that is already being evaluated. A *Side Trip* MAY be a single unique PART of a required item, as long as it can be evaluated as a stand-alone item. Two *Side Trips* may be presented at the same time ONLY IF both can be easily identified and scored separately. Examples of these can be found in the *Rules of the Road*.
3. Each *Side Trip* is worth 25 points and will be evaluated in two ways: The creativity and originality of the *Side Trip*, and the quality, workmanship, and/or effort that is evident. Evaluation of *Side Trips* is subjective.

C. Special Definitions for this Challenge

1. **Acting/Characterization:** The way an actor makes a character seem real by portraying the personality and physical movement of the character.
2. **Breaking the Proscenium Arch/Fourth Wall:** When someone or something "breaks through the fourth wall" that divides the performance from the audience. The Proscenium Arch in a theater is the frame around the stage that separates the stage from the audience. To "break" the Proscenium Arch is to break the imaginary line between reality and make-believe in a theatrical performance. Examples: 1) An actor pauses during a play to speak directly to the audience. 2) In the middle of a dramatic scene, a piece of scenery falls down unexpectedly. In both cases, the invisible wall dividing the performance from the audience has been broken through because the audience is suddenly reminded that the action they are watching is just a performance. Note: Teams choosing this Playwrighting Element must make sure that the required "Disruption" (*A.I.c.*) is a separate event: The Disruption and Breaking the Proscenium Arch cannot be one and the same thing.
3. **Costume:** Clothing, garb or disguise worn to create a character.
4. **Dance:** To move the body and/ or feet in rhythmic movement.
5. **Disruption:** A disturbance that causes disorder or an interruption.
6. **Epilogue:** A short speech spoken by an actor directly to the audience at the end of a play.
7. **Expressive movement:** A symbolic representation of language as shown through movement of the body.
8. **Foreshadowing:** The use of hints or clues in a story that suggest what will happen later in the story.
9. **Live Performance:** A performance by a Troupe of Entertainers for an audience in which the Entertainers are actually present in real time.
10. **Mask:** A covering of the face of an actor to symbolize a character or to disguise one's identity.

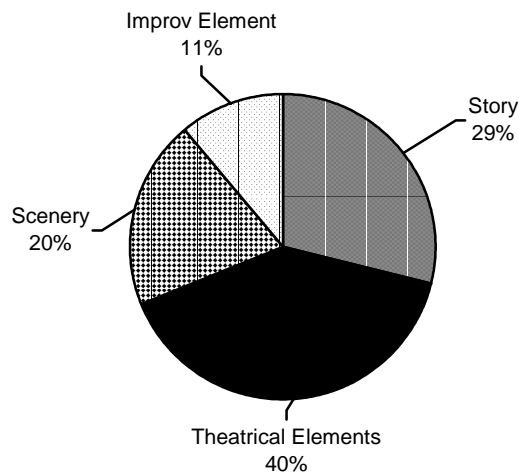
11. **Monologue:** A long, uninterrupted speech by one character that is spoken in the presence of other characters.
12. **Pantomime:** A performance that communicates an idea or an action without using spoken language.
13. **Puppet:** A non-living figure that represents a person, animal, or other character that is used in a performance and moved with the help of humans using string, sticks, or hands.
14. **Prologue:** A short introductory speech spoken directly to the audience at the start of a play.
15. **Scenery:** Materials such as curtains, hangings, structures, upright flat surfaces, etc. used on a stage or in a performance area to represent places or settings.
16. **Soliloquy:** A long, uninterrupted speech by one character that is spoken on stage alone as if thinking or talking to her/himself.
17. **Song:** Vocal music; the act or art of singing.
18. **Stage Makeup:** Cosmetic and other theatrical preparations used for a stage performances to enhance, alter, or disguise an actor's face, hair, and physical appearance.
19. **Troupe of Entertainers:** Two or more people who perform together for an audience.

D. Performance Site

1. Minimum dimensions of the Performance Site will be **10ft. x 12ft.** (3.05m x 3.66m).
2. Teams may not turn off the lights during any part of the Presentation.

E. Reward Points

	ELEMENT	POINTS	DETAIL
I.	Central Challenge	225 points	A
	1. Story	4-65	A.1.
	a. Novelty and Uniqueness of the Live Performance	1-15	A.1.b.
	b. The DIruption Occurs	0 OR 5	A.1.c.
	c. Novelty and Uniqueness of DIruption	1-15	A.1.c.
	d. The Novel and Unique way Troupe deals with the DIruption	1-15	A.1.d.
	e. Overall Theatrical Effect of Team's Presentation	1-15	A.1.e.
	2. Theatrical Elements	6-90	A.2.
	a. Playwright Element: Theatrical Effectiveness	1-15	A.2.a.
	b. Playwright Element: Uniqueness and Novelty	1-15	A.2.a.
	c. Presentation Element: Theatrical Effectiveness	1-15	A.2.b.
	d. Presentation Element: Uniqueness and Novelty	1-15	A.2.b.
	e. Production Element: Theatrical Effectiveness	1-15	A.2.c.
	f. Production Element: Uniqueness and Novelty	1-15	A.2.c.
	3. Moving Scenery	2-45	A.3.
	a. Overall Quality of Design and Construction	1-15	A.3.b.
	b. Moves as Planned	0 OR 15	A.3.b.
	c. Theatrical Effectiveness – Impact on the Story	1-15	A.3.b.
	4. Improv Element	1-25	A.4.
II.	Side Trips – 1, 2, 3	1-25 each	B
	1. Creativity and Originality	1-15	
	2. Quality, Workmanship, or Effort that is evident	1-10	



F. Important Directions for Team Managers

1. **Teams and Team Managers will be expected to read** the *Rules of the Road*, the *TravelGuide for Teams*, and the Published Clarifications for this *Team Challenge*. The information provided in these resources is binding on all teams. All materials can be found on the Destination ImagiNation® website: www.destinationimagination.org or by contacting your Coordinator. The *TravelGuide for Teams* will be available online after January 1, 2003.
2. **Teams often have questions about the *Team Challenge*.** The answers to these questions are called Clarifications, and Clarifications that impact all teams are listed on the Destination ImagiNation® website. *Such Clarifications supersede the written Challenge.* ALL TEAMS and Team Managers need to check the listed Clarifications frequently throughout the year. For more information about Clarifications, see *Rules of the Road*.

REMEMBER: IF the team has read the Challenge, and IF they have checked the *Rules of the Road*, and IF they have checked the Published Clarifications, and it doesn't say they can't do something, THEN THEY CAN!

3. **Team Managers will find everything they need to know** to manage a team successfully in the *Team Manager's Guide*. Team Managers are strongly encouraged to read and use this Guide which is full of ideas, activities, and helpful hints. It can be found on the Destination ImagiNation® website.
4. **Teams and individuals using this *Team Challenge* must hold a 2002-03 Passport.** The Destination ImagiNation® Passport is a license to compete in sanctioned Tournaments and/or to use the Destination ImagiNation® *Team Challenges*, *Rules of the Road* and other program materials for educational purposes within your team, school, group, or organization. All Destination ImagiNation® Program materials are copyrighted. Teams or individuals using these materials are liable for all legal obligations and must abide by all the rules of competition and safety as stated in the 2002-03 *Team Challenges* and *Rules of the Road*.
5. **Each team planning to compete in a sanctioned Tournament must REGISTER** for that Tournament in advance with their Region or Affiliate. If your Program Coordinator has not already received a *Tournament Registration Form* for Teams, ask your Affiliate Director for the contact person in your Region, State, Province or Country who can provide Tournament registration information. A full list of Affiliate Directors is posted on the Destination ImagiNation® web site.

Tournament Data Form

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Passport Name: _____ Passport Number _____ Level: EL ML SL UL

To our Teams and Team Managers: The purpose of this form is to help your Appraisers identify the required elements of your Challenge solution. It is important to fill it out completely and **neatly**. For Elementary Level teams only: Team Managers MAY fill out the form, writing out the words dictated by the team.

PART ONE: Required Paperwork: At the Tournament Performance Site, the Prep Area Appraiser will ask for your team's forms. A complete checklist of the required forms is below.

Your team needs:

- _____ **Five copies** of this completed two-page *Tournament Data Form*. **Be sure to copy both pages of this form.** Page two **may** be copied onto the back of this form.
- _____ **Two Copies** of the *Declaration of Independence*. (One copy will go to the Prep Area Appraiser, one copy to the Instant Challenge Appraisers.) Blank copies of this form can be found in the *Rules of the Road* and at the Destination ImagiNation® web site: www.destinationimagination.org.
- _____ **One Copy** of the *Expense Report*. This form can be found in the *Rules of the Road* and can also be downloaded from the Destination ImagiNation® web site: www.destinationimagination.org. Be sure to bring copies of your receipts, but it is not necessary to attach them to the form.
- _____ **Team Identification Sign:** This will tell the Appraisers and the audience who you are. It must list your Passport Name, Passport Number, and Level. It will **not** be scored. See the *Rules of the Road* for more information.

PART TWO: Side Trip Choices:

Brief Description of each Side Trip: Briefly tell the Appraisers about the *Side Trips* your team has prepared. Make sure that Appraisers know **exactly** what you want them to evaluate. What would you like them to know about each *Side Trip*?

Side Trip 1: _____
Description:

Side Trip 2: _____
Description:

Side Trip 3: _____
Description:

