

Extemporé Vol. 11

Cool Stuff Inside: The Body COMPETITION ARENA SYNOPSES

ARENA 1: THE SHOWTIME CHALLENGE

Say What?

Your team's challenge prior to the competition is to create a four to five minute skit about a doctor who, due to a case of laryngitis, must write all of his conversation and requests.

You must include:

- + The traditional hard-to-read writing we associate with doctors
- + A “helpful” nurse who erroneously thinks she knows what the doctor meant
- + A very busy day scheduled for the doctor
- + A patient with an unusual problem
- + The doctor’s pantomime and diagram of the system in the body where a problem lies
- + Much humor

Competition day your team will enter the *Showtime* Preparation room thirty minutes before your performance time and draw from five decks of cards (character, word, line of dialogue, action, and prop). Your team then has thirty minutes to smoothly incorporate what the cards designate into your existing skit.

ARENA 2: THE ENGINEERING FEATS CHALLENGE

Invasive Surgery!

Your team's challenge prior to the competition is to create a four to five minute skit that incorporates a vehicle moving through a system or systems in the body. You must include:

- + A small vehicle that your team has built and programmed to move
- + A “map” of the human body and its system(s) on the floor
- + A problem to be solved by your miniaturized vehicle as it travels through the “mapped” body

Competition day your team will enter the *Engineering Feats* Preparation room thirty minutes before your performance time and draw from a deck of task cards to determine two more tasks that will become part of your presentation. Your team then has thirty minutes to transform your materials into the required performance tasks and incorporate them into your skit.

ARENA 3: THE FINE TUNING CHALLENGE

Out on a “Limb”

Your team's challenge prior to the competition is to create a four to five minute skit based on your version in art, dance, and music of Camille Saint-Saëns *Danse Macabre*. Your presentation must include:

- + Tuned “bones” (created by the team) that can play melodic and rhythmic sounds
- + An original musical composition intertwined with *Danse Macabre*
- + An original artistic depiction of the sounds we hear
- + Skeleton(s) dancing
- + Monologue/dialogue about bones (i.e. bone formation, structure, location, etc.)

Competition day your team will enter the *Fine Tuning* Preparation room thirty minutes before your performance time and draw two cards from a deck of task cards. The Preparation room tasks required of the team could be creating new lyrics to an old melody, creating an original song, revising an existing work of art, creating a new work of art, or any combination of small projects. Your team then has thirty minutes to transform their materials into the required performance tasks.

ARENA 4: THE PERSPECTIVE CHALLENGE

I See...

Your team's challenge prior to the competition is to create a four to five minute skit about a very near-sighted person who misplaces his/her glasses. The skit must:

- + Be told from the perspective of the misplaced glasses
- + Be set in a location that is unfamiliar to the near-sighted person
- + Include a case of mistaken identity due to the lack of glasses
- + Include a barely averted disaster that the main character is unaware happened due to the lack of glasses
- + Include the main character's need for an item but he/she goes into the wrong place to find it
- + Include the phrase “I see” multiple times
- + Show wacky humor

Competition day your team will enter the *Perspective* Preparation room thirty minutes before your performance time and draw from five decks of cards (character, word, line of dialogue, action, and prop). Your team then has thirty minutes to smoothly incorporate what the cards designate into your existing skit.