



MACARTHUR DISTRICT EISTEDDFOD

Drama Sports

2011 SYLLABUS

Date: 18th September, 2011

Venue: Campbelltown Civic Hall, Queen Street, Campbelltown.

ADJUDICATOR: TBA

All enquiries to:

The Convenor Mrs Lauren Weston 0438 947 552 after 6pm

Entries to: Macarthur District Eisteddfod

PO Box 899

CAMPBELLTOWN NSW 2560.

SECTIONS

Section 870:

12-18Yrs

1st Prize: \$500

2nd Prize: \$250

3rd Prize: \$50

Time Limit for each Game - 1.5 min

Section 871:

19 yrs and Over

1st Prize: \$500

2nd Prize: \$250

3rd Prize: \$50

Time Limit for each Game- 2 min

How it works:

All Teams participate in Round 1. Based on overall scores from all 3 games, the top 5 teams will move forward to Round 2, where their scores will be wiped clean and start again. The top 2 teams after Round 2 will go through to the final round, where again the scores will be wiped clean.

Round One:

Game 1: Three Lines
Game 2: Commercial
Game 3: Death in 2 Minutes

Round Two:

Game 1: Dubbed Movie
Game 2: First Line, Last Line
Game 3: Use that word

Round Three (Final Round):

Game 1: Standing, Sitting, Kneeling, Lying Down
Game 2: One Word Story

Please note: Dependant on the number of entries received Teams could be split into two Groups with the last two teams in each group performing in the one Final round.

Explanation of Games

Round One

Game 1: Three Lines

One team member picks three lines from a bucket. They may or may not be famous lines. All lines must be used somewhere in the scene.

Game 2: Commercial

One team member will pick a product out of a bucket. The team then has to act a commercial for that product.

Game 3: Death in 2 Minutes

Players act out a given situation in which by the end of 2 minutes, at least one but not all players are dead.

Round Two

Game 1: Dubbed Movie

2 players play a scene, but they don't speak, although they can move their mouths as if they are speaking. The other player/s sit in front of the action, and provide the speech.

The effect is (or should be) like watching a dubbed movie.

Game 2: First Line, Last Line

The team is given a first line and an unrelated last line of dialogue. Scene begins and ends with these lines.

Game 3: Use that word

One team member picks out a word from the bucket and then the team must use that word in every sentence.

Round Three: Final Round

Game 1: Standing, Sitting, Kneeling, Lying Down

A scene in which the team members must be standing, sitting, kneeling, or lying down. No two team members can be in the same position.

Game 2: One Word Story

Team members stand in a line and one member picks out a scenario. They begin to tell a related story one word at a time.

All situations, products, words and lines will be given on the day of Competition.

Rules and Conditions of Entry

- 1. Entry fee:** \$50 per team of 3 or 4 players.
- Time limits must be strictly adhered to. A warning bell will ring 20 seconds before time is up to allow the team enough time to wrap up their performance.
- Time Limits are maximums and must not extend past the allowed time recorded by the official time keeper. Any team that does will be disqualified.
- Age Limit is as of the 30 June 2011
- Teams must only consist of 3-4 members.
- Within each team, the members that start the competition must complete the competition.
- Age groups must be strictly adhered to. All team members must be within the age limits (not an average).
- All Teams must submit all members' names, date of births and proof of date of birth on day of competition upon signing in. Any team unable to provide these details, or have violated the rule will be immediately disqualified without refund of entry fee.**

- 9.** MacPAS has the right to change, cancel or amend any details of this event, including the event itself if there are not enough entries.
- 10** Offensive language and discrimination either sexual or racial will not be tolerated, and the Adjudicator and/or Convenor have the power to disqualify, at their discretion, any team who they feel breaks this rule.
- 11.** MacPAS has the right to change the games if need be. Any changes will be advised in writing before the competition.
- 12.** Any or all of these rules may be changed, amended or deleted at the committee's discretion and no correspondence will be entered into.