



# CHRISTIAN SCHOOLS EVENTS NETWORK

## THEATRE SPORTS CHAMPIONSHIPS

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<b>LOCATION OF EVENT</b>	Various (see dates below) - tbc
<b>DATE OF EVENT</b>	
Eastern Secondary – Workshop	Friday 24 <sup>th</sup> February – Waverley Christian College (Narre Warren)
Eastern Secondary – Competition	Friday 12 <sup>th</sup> May - Waverley Christian College (Narre Warren)
Western Secondary – Workshop	Wednesday 22 <sup>nd</sup> February – Wyndham Christian College
Western Secondary - Competition	Wednesday 10 <sup>th</sup> May – Wyndham Christian College
<b>SCHOOL ARRIVAL TIME</b>	9:00am
<b>OPENING PRAYER</b>	9:20am
<b>FIRST ROUND</b>	9:30am
<b>LAST ROUND FINISHED (ESTIMATED)</b>	2:15pm
<b>PRESENTATIONS</b>	2:15pm – 2:30pm
<b>COST PER STUDENT ENTERED</b>	\$30.00 + GST invoiced at the end of term

# CHILD SAFETY

This Code of Conduct has a specific focus on safeguarding children and young people at CSEN Events against sexual, physical, psychological, and emotional abuse or neglect. It is intended to complement other professional and/or occupational codes.

All staff, volunteers, contractors, and board/school council members at CSEN are expected to actively contribute to a school events association culture that respects the dignity of its members and affirms the Gospel values of love, care for others, compassion, and justice. They are required to observe child safe principles and expectations for appropriate behaviour towards and in the company of children, as per information distributed to schools.

All adults present at the carnival should fall into one of the following categories:

- a. Students (in school uniform)
- b. Staff from a member school (in school staff polo top, or with school identification / lanyard clearly visible)
- c. Re-Think PD Staff
- d. CSEN staff (in CSEN attire)
- e. Parents / Visitors (school lanyard visible)

Schools must have lanyards available for parent visitors and ensure they sign the school Child Safe Policy.

Cultural Coordinators should be fully aware of the [CSEN Child Safety Policy](#) and the implementation of the policy at this carnival.

The Child Safety Officer at the event will be the CSEN Coordinator or their delegate.

# AWARDS

1. All participants will receive a certificate.
2. The school that wins the overall competition will be awarded the Theatre Sports shield. Each student in the winning team will receive a First Place certificate.

# WHAT IS THEATRE SPORTS?

Theatre Sports focuses on improvisation and spontaneous creativity, in a series of timed games which place a focus on the idea of 'offers'. An offer is where a performer suggests something which could happen in a scene. The offer can be either accepted by a team-mate (in which case the scene will advance) or be blocked (in which case the scene is effectively killed). The ideal situation for a Theatre Sports game is for offers to be accepted and built upon so as the scene is constantly developing and growing.

Improvisation is fun! It's about harnessing your creativity in a positive and safe environment. It is based on the following principles: acceptance, being positive, and being in the moment, making your partner look good, embracing and removing fear, enjoying failure and storytelling. Regardless of experience, background or training, everybody can benefit from impro.

Today, improvisation is widely used in theatre as an actor's training tool, a rehearsal technique, and an exploration tool for writers and a performance style. You can find it in many forms on TV in such shows as *Whose Line Is It Anyway*, *Thank God You're Here*, *World Cup Comedy* and *The Office*.

## TYPES OF GAMES

1. **Endowment Games** – where one member of the team is endowed with certain attributes and has to try and guess what they are.
2. **Genre Games** – where the style of the performance becomes the 'hook'.
3. **Emotion Games** – where extremes of emotions provide the entertainment.
4. **Song Games** – where music plays a key role in the scene.
5. **Story Games** – where the focus is on narrative development.
6. **Word Games** – where the challenge lies in manipulating words or letters according to the game confines.
7. **Novelty Games** – where each game has one sort of 'hook' which provides the entertainment.

## THE TEN COMMANDMENTS OF THEATRE SPORTS

1. Thou shalt not block
2. Thou shalt always retain focus
3. Thou shalt not shine above thy team-mates
4. To gag is to commit a sin that will be paid for
5. Thou shalt always be changed by what is said to you
6. Thou shalt not waffle
7. When in doubt, break the routine
8. To wimp is to show thy true self

9. She/he who tries to be clever is not; while she/he that is clever doesn't try
10. When thy faith is low, thy spirit weak, thy good fortune strained, and thy team losing, be comforted and smile, **because it just doesn't matter.**

## **RULES OF THEATRE SPORTS**

1. All games will allow a 10 second time out unless stipulated. All time out must be clearly signalled with the appropriate "T" sign to the compare.
2. All games must end on the given time limit. The timekeeper will blow the whistle at the end of the time. It is up to the team to finish properly... or should a team wish to finish the scene before the given time limit, the appropriate signal of "Hands Down" should be given.
3. Teams given the "0" boring signal from the judges must immediately vacate the stage.
4. All teams play with 4 players. These can be deployed according to the requirements of the game and the needs of the improvisation. Exact numbers of players and recommendations are outlined in the summary of each game.
5. All games are an incentive to "create a scene". The games will be judged on the following criteria:
  - a) Storyline: the story is the foundation of the scene. Characters should only be introduced upon the requirement of the impro.
  - b) Skills/Risk: technical and creative skills of yielding, advancing, extending and on the risks taken by the players to further the impro.
  - c) Entertainment: was this theatre? Did it entertain the audience?
6. All teams will therefore be judged according to their utilisation of the following theatre skills, when they are required in a game: Storytelling, Mime, Focus, Energy, Characterisation, Status, Vocal Projection, Physicalisation, Dance, Timing, Musicianship, Discipline and Good Sportsmanship.
7. The TEN COMMANDMENTS must be adhered to. Infringement such as blocking, wimping, and gagging will be heavily penalized.
8. The team with the highest score wins the competition.

## **SKILLS DEVELOPED THROUGH THEATRE SPORTS**

1. Listening to and hearing what your fellow players are offering you
2. Seeing and recognising the physical offers from fellow players
3. Accepting and developing the action
4. Creating problems and conflicts. Making the drama
5. Understanding the concepts of Who, What, Where and When
6. Taking Risks
7. Communicating the theme clearly to the audience
8. Recognising the ending
9. The ability to develop a wide range of believable characters

# FORMAT

Schools enter teams of 4 in either Junior (Years 7 – 9) and / or Senior (Years 10 – 12) who will compete in a competition day.

The workshop, prior to the competition, gives students the skills that are required to participate in each of the games.

# RULES

## ELIGIBILITY

1. Secondary Championships – only currently enrolled students in Years 7 – 12 from member schools may compete.
2. Primary students may compete at the Secondary Championships providing:
  - a. They are an emergency replacement for a secondary student
  - b. There is no more than one primary boy or girl representing the school

## EVENT RULES

1. Schools enter teams of up to 5 students in any of the following categories: Junior (Years 7 – 9) or Senior (Years 10 – 12) or more than one section.
2. Schools participate in one workshop day to learn the skills required for the competition.
3. The intention of the day is for schools / students to compete to the best of their ability in a friendly, encouraging Christian setting.
4. Electronic equipment must not be accessed during the day. It is preferred that these devices are not bought to CSEN Theatre Sports
5. All competing teams must have a teacher with them.

# PROCEDURES FOR THE COMPETITION

## SCORING PROCEDURES

1. During the heats and finals, staff from participating schools are expected to help score the performances of all schools. There is no scoring on the day of the workshop. The intention of the workshop is for students to understand and develop their story telling skills in a non-competitive environment.
2. The school with the highest score after the final performance will be awarded the CSEN Theatre Sports shield.
3. In the case of a tied results, the schools will be declared joint winners and will share the shield.

## FIRST AID

Schools must provide their own first aid kit to deal with any injuries sustained at CSEN events. Any injuries at a CSEN event must be documented by the school and the school accident form submitted to CSA at the end of each term as requested.

## ENTRY FORMS

4. Entries are due 5<sup>th</sup> February in the year of the competition on the [entry form](#) found on the website.

## END OF DAY PROCEDURES

1. It is expected that at the conclusion of the Championships, all schools will remain for presentations and a closing prayer.
2. All schools are expected to leave the facilities at the venue neat and tidy. Excess cleaning costs will be passed onto the schools that leave their area in an unacceptable state.

## PHOTOGRAPHY

1. Students, staff, and parents may take photographs during the day for personal use only. These photographs must not be published to social media as this contravenes the [CSEN Media Policy](#).
2. CSEN will not provide official photographs of presentations.

## EMERGENCY PROCEDURES

The [CSEN Risk Assessment](#) can be found on the CSEN website.

## ADDITIONAL INFORMATION

1. Staff and students are expected to provide their own lunch / snacks for the day.
2. If you require additional information, please check the [CSEN website](#).
3. Further queries may be directed to the CSEN Executive Officer ([cse@cse.edu.au](mailto:cse@cse.edu.au)).