

The logo for Awkward Stage Productions features the word "AWKWARD" in a large, bold, yellow, hand-drawn font with a distressed texture. Below it, the words "stage productions" are written in a smaller, lowercase, orange sans-serif font. The entire logo is set against a solid red rectangular background.

AWKWARD
stage productions

A black rectangular banner with the word "SMACKDOWN!" in large, red, outlined letters filled with white dots. Below it, the text "The 24 Hour Musical Contest" is written in a white, clean sans-serif font. In the bottom right corner, there are two logos: the City of Vancouver logo (a stylized leaf) and the Arts Umbrella logo (a stylized umbrella shape).

SMACKDOWN!
The 24 Hour Musical Contest

CITY OF
VANCOUVER

ARTS UMBRELLA

RULES & REGULATIONS ETC.

DATE: Saturday March 26 to Sunday March 27

LOCATION: Arts Umbrella to create and Orpheum Annex to perform

CONCEPT: Teams will have 24 hours to create, write and produce a musical of 25 minutes or less to be performed at the end of the 24 hours. A panel of local theatre notables will judge the products and award prizes, including a grand prize of \$500 and assistance from ASP to develop their product.

TIME: NEW: The performance begins at 7 pm instead of 8 pm. Tech and travel time from Arts Umbrella to the Orpheum Annex is included in the 24 hours. Event begins at 6 pm at Arts Umbrella with a mandatory meeting and ends at 6 pm on Sunday.

TICKETS: Tickets will be available for the final performance at the Annex (\$20 general and \$15 for students/seniors). Tickets will also be available to watch the teams' writing process at Arts Umbrella, which include access to the final performance. 2 hour windows will be available for \$30/25 and a full 24 hour pass will be available for \$40/35. Tickets go on sale March 1 at SMACKDOWN2016.brownpapertickets.com

DETAILS!!

WHO: Teams will apply at info@awkwardstageproductions.com A minimum of three (3) team members' names must be supplied at the time of application, although additions will be allowed up until March 10. Teams may have up to 15 members.

NEW: Each team must ensure ¼ of their team is currently enrolled in high school **AND** a ¼ must be post high school graduation. **Each team must designate a Leader who will be the primary contact and the conduit of communications. The Leader must attend the leader orientation meeting in the week before the event.** Each team must also designate a Director and a Music Director/pianist upon registration (these designates may of course play other roles as well)

MUSICIANS: Each team may contain as many musicians as they choose (as long as the total number of team members does not exceed 15) and may perform with as many instruments as they choose, but Awkward Stage will only be supplying a keyboard/piano for both the writing and the performance

NUMBER OF TEAMS: 5 maximum

MUSICAL RULES:

Each musical must not exceed 25 minutes in length

Each team will be given a surprise item from several categories of elements that must be used within their musical, for example props and song style for one song (e.g. Country)

Each team will be allowed to choose one costume piece for each character in their musical from the Arts Umbrella costume store. No other costume pieces will be allowed.

Each team may provide additional small props of their own which may be collected during the period after the end of the 24 hours and before their performance to a maximum of 10. A list of props must be provided to an Awkward Stage volunteer for confirmation of appropriate size. Each team is responsible for collecting and removing their props at the end of their performance.

Each team will complete a profile form for their team by March 1st for the purposes of promotion.

Each team member will complete an Emergency Contact form and a liability waiver, and in addition, each high school member will provide a parent email contact and have a parent sign a form acknowledging that they know their child is participating.

All writing and rehearsals must take place within Arts Umbrella or the team will forfeit.

Further instructions will be supplied at unspecified intervals and teams must be present at Arts Umbrella to receive those instructions or the team will forfeit. EXPECT THE UNEXPECTED! You may come to hate us ☺!

'Hungry Games' sponsor awards will be awarded during the 24 hours, and teams must be present at Arts Umbrella to receive those awards or the rewards are forfeit and will be distributed to other teams.

Team members who leave the premises during the 24 hours will not be allowed to return until the performance.

No alcohol or drugs or smoking are permitted on the Arts Umbrella premises.

WHAT TO BRING:

Wear comfortable clothing. Bring whatever technology you want to use. Bring writing tools and paper. Bring a water bottle. Bring your enthusiasm, energy and talent. Bring your crazy.

THE HUNGRY GAMES:

Each team may receive "Power Up" or "Power Down" gifts from sponsors to help them on their journey.

The gifts will be provided and delivered by Awkward Stage and will be available for purchase online prior to and during the 24 hours, as of March 1.

Some of the gifts available will include:

- Food
- Caffeine
- Wifi
- Coaching
- Element switches
- Costume priority
- Extra tech time
- Performance order choice (the later you are in the show, the more time you have to rest...or practice!!)

A complete list will be provided on March 1. All items not sold out will be available right up until the end of the 24 hours at Arts Umbrella.

NEW: Food and drink will be sold as “Passes” that allow the participants to come and *shop* for what they want at designated times. The value of the pass will dictate the value you may purchase. We hope this will reduce waste, improve choice and improve the online order experience – however, once something it’s gone, it may be gone. We can choose to restock but we don’t have to ☺.

NEW: Some power ups and downs are limited. Any power ups and downs that are left for purchase at the start of the 24 hours will be listed on a wipe board in the lobby of Arts Umbrella. All ‘day of’ purchases must be made at the desk - first come, first served.

TIMELINE: NEW

Saturday March 26

6 p.m. Arrive at Arts Umbrella – Greeted by Awkward Stage volunteers

6 to 6:30 Introductions and briefing on safety rules, musical rules, and a tour.

Each team will be assigned one of the rooms to start in by lottery. **There will be less room rotation in 2016.**

Each team will be given their random elements. If your team has been purchased a Switch Power Up, it must be used after all elements have been assigned. Switches will be implemented in the order they are offered. If multiple teams use a Switch simultaneously, they will be used in the reverse order in which they were purchased, because it’s an advantage to go last!! Switches may be used for only 5 minutes after the last original element is assigned.

6:00 p.m. Teams begin creating right after the meeting!!

Sunday March 27

3:30 p.m. Teams move to the Orpheum Annex for tech.

Performance order announced.

Awkward Stage will provide drivers and vehicles to ferry Teams to the Annex.

4:00 p.m. Tech begins with safety tour

Teams will be assigned 10 minutes of tech time each. Power Up increases are available.

6:00 p.m. PENS DOWN, WORK STOPS

6:00 p.m. Go eat!

6:30 p.m. House opens. Teams return.

7:00 p.m. Performance begins

Three teams perform

One intermission

Two teams perform

Second intermission while jury panel deliberate winners.

Teams will pack up ready to depart.

Winners announced, prizes awarded and everyone goes home. (Award list provided at welcome) **There will be less awards in 2016.**

Time for the party!!