Planning for General Effect

Items to Consider

Performance Skills

O Focus on good programming and performance skills.

O Practice performing at all levels

- O Set time for performers to practice Improvs in front of each other to help members "break out of their comfort zone."

- O Performing skits and/or tableau's in front of other performing members

- O The more opportunities to perform, the more comfortable performers will be.

Programing

O Consider constructing a program with a clear concept with a recognizable identity and/or personality for all performers.

Soundtrack

O The Soundtrack should be such that the performers can relate to, understand, and reflect the musical mood and intent.

Effects

O Remember to plan effects.

O Pacing should be clear with planned effects written directly into the show.

O Remember color usage as an effect. Proper use of color can enhance the general overall effect of a show.

Be Straightforward

O Abstraction is discouraged (A class and below) and programs will probably be most successful if they are fairly straightforward.

O The "Village Idiot" should be able to understand what your show is about at the A class or below.
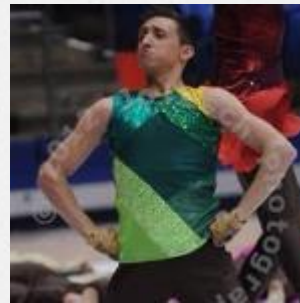
Be Unique

O Guards are encouraged to try to "stand out" from other competitors. (Think Scholastic A @ WGI)

O Some classes locally have 10-15 or more guards in each of them and creating unique program, a unique soundtrack, and having an identifiable "look" can product positive results.

Central Focus

O DON'T FORGET... Timing and Precision are the primary focuses of the A class and below.

O This is an essential first step in generating performance effect.

Roles

O A common personality in the A class or below, is more commonly seen rather than varied roles of a more mature class.

O Performers in the A class or less mature classes are rewarded for their confidence, enthusiasm, and pride with which they perform their show.