

Humorous Interpretation

Description: *In Humorous Interpretation, the competitors tell relatable stories using humor as a device to connect with the audience from a single published work. Stand-up comedy, or telling a series of jokes without a corresponding plot, is not Humorous Interpretation.*

Goal: *Humorous Interpretation will test a student's comedic skills through script analysis, delivery, timing, and character development. While humor is the main element, the selection should use a variety of emotions to captivate and entertain the audience through the creative use of voice, movement, and facial expression. Competitors need to consider not only the humorous elements of the selection, but how the story itself will appeal to the audience.*

Humorous Interpretation Preparation Rules:

1. Interpretive literature may come from a variety of genres including plays, prose, or poetry but the selection must be from a single **published** work and it may not be authored by the competitor. See **Stoa Publication Guidelines**.
2. Media transcripts are not permitted. See **Stoa Publication Guidelines**.
3. The literature should be edited to fit the time limit.
4. A maximum of 150 words may be added for any purpose including but not limited to introductions and transitions. Joining together disconnected words from the source to create new thoughts or ideas are counted as added words.
5. The competitor may quote material external to the piece in the introduction and/or concluding line only and must be cited verbally. This material must be counted as part of the 150 added words.
6. Changes to pronouns, verb tenses, and character names are allowed and not counted as added words. The title and author are not counted as added words.
7. Dialogue from one character may be given to another character.
8. A competitor may use an interpretive selection in multiple leagues during any given competitive season. The selection may be entered in only one event per tournament (e.g., either Humorous or Open but not both).
9. Once the competitor uses a selection in any competition in any venue, that competitor may not reuse any part of the selection in subsequent years of competition.
10. The competitor may enter only one interpretive selection per event.
11. The competitor must provide a script and scanned pages used from original source(s) at each tournament. See **Script Submission Form**. Note: Electronic Script Submission is required at NITOC.

Humorous Interpretation Presentation Rules:

1. The competitor must identify the title and author near the beginning of the piece. The competitor will receive a one (1) rank penalty for failure to cite the source.
2. No audio or visual aids or props may be used.
3. Only feet are permitted to touch the floor at any time.
4. Gratuitous vulgarity is strictly prohibited.
5. This is a speech event but some singing and dancing are permitted as appropriate to the piece.
6. The script must be memorized and delivered verbatim. The competitor will receive a two (2) rank penalty for use of a written script or notes in competition.
7. Timepiece must be **facing toward the competitor and counting up**. Local tournaments may still choose to give hand signals every minute until ten (10) minutes have elapsed.
8. Maximum speaking time is ten (10) minutes. Stoa expects competitors to complete presentations within the event time, except for extenuating circumstances (e.g.: laughter, timing issues, etc.). There is no minimum time limit.
9. Competitors will receive a one (1) rank penalty for going over time by 15 seconds or more.

Speaking time – ten (10) minutes.