

Replay

For Replay, we first need a scene suggestion. From the center of the room, can I please have something you might buy in a hardware store? Thanks. The first thing we'll see in Replay is a 1 minute base scene about _____. After that, I'll explain more. Blue Team, are you ready? Begin.

Great. That was the base scene. Now we will see the Team play that same scene in a variety of styles which you will supply now. From this side of the room, can I have a musical style, . . .a movie style. . .and an emotion. Red Team, you will replay your neutral scene in the following three styles: _____, _____, and _____. Which order will you play them in? Great! Take the field!

Slide show

For the game of slide show, we first need a suggestion. May I have a place you might go on vacation? Cuba. Thank you. You will now see the Blue Team show a slide show based on your suggestion of Cuba. Can we have the lights down please?

Hesitation

For the game of Hesitation, we need a suggestion. Captain, what would you like? You will now see a scene about _____.s. But, rather than having complete control of the scene, occasionally one of the players will hesitate as he is speaking. When he does, it's your job to fill in the blank by yelling out a suggestion, loudly, proudly, and cleanly. Let's try once for practice. When I hesitate, you fill in the blank. "I'll go to the store and buy some uhhhhhhhhh, sugar." Exactly. Now you've got it. Be alert, because here's Hesitation played by the Blue Team! You have four minutes for your scene. Ready? Begin.

Superhero

For Superhero, we need two suggestions. From this side of the room, could I have something which begins with the letter R? And from this side of the room, how about something you might buy at Costco? Great. In the game of Superhero, you will see a scene incorporating your suggestions of _____ and _____. However, the scene must be played in the genre of a Comic Book, with superheros, and of course, dastardly villains. Blue Team, are you ready for your Superhero? You will have 4 minutes. Ready? Begin.

Growing Shrinking Machine

In Growing Shrinking Machine we need 4 suggested locations (or emotions or other categories). From this side of the room, may I have a fairy tale location? A place you might find in any large city? A famous world landmark? And the home of what living celebrity? Great. We will now see a scene which begins in one of those locations demonstrated by one member of the Blue Team. As his scene progresses, another member of the team will yell "Freeze" The first player must freeze, and the second player will enter the scene, and incorporate the first player into the second location. Etc. until there are four players on the field. They must then leave the scene in the order they came in. When one player leaves, the scene instantly reverts to the earlier location. They will have only four minutes. Blue Team, are you ready for your Growing Shrinking machine? Begin.

Changing Emotions

For Changing Emotions, we need a bunch of emotions. From this side of the room, how about some high energy emotions? And from The center of the room, some low energy emotions. OK! Now we need a scene suggestion. How about some reason to take a test? Great. The Red Team will now perform a scene about _____. However, periodically throughout the scene, one member of the List will yell out one of your emotions from the sideline. The players on the field must immediately take on the characteristics of that emotion while continuing the scene. Red Team, are you ready? Begin.

Emotional Party

For the game of emotional party, I need four emotional suggestions. From this side of the room, could I have two high energy emotions? Thanks. And from this side of the room, how about two other emotions? Great. Last, I need a suggestion for a reason to have a party. Thank you. In the game Emotional Party, you will see a party for _____. The scene will start with one player on the field, and the scene will be played in his emotion. Then, a second player will enter, and the entire scene will change to his emotion, without losing continuity. And so on, until all four players are on the field. Then, one by one they'll leave, taking with them their emotion, and returning the scene to its previous emotional state. This will all occur in only four minutes. So, Blue Team, are you ready for your Emotional Party? Begin.

Parallel Universe

For Parallel Universe, I need three suggestions. First, how about a fictional location? A great place for vacation? and a place found in any major city? Great. Last, we need a scene suggestion. How about something this big? In Parallel Universe, you will see a scene about _____s which starts in one of the three locations you suggested. Periodically throughout the scene, I will call "Freeze." The players must immediately freeze in their position. I will then call out one of the other locations, and they must immediately start a scene in that location, justifying their physical positions. They will have four minutes. Blue Team, are you ready? Begin.

Madrigal

In madrigal, we need three suggestions. From this side of the room, can I have a National Inquirer type headline? From the back of the room, how about something your mother always told you? And from the front, how about a famous line from a movie? Great. Now, the Blue Team will perform a 15th century Madrigal incorporating your suggestions. Blue Team, are you ready for your Madrigal? You have four minutes for your scene. Begin.

Countdown

For Countdown, we need a scene suggestion. From this side of the room, could you give me a dangerous occupation? Thank you. The Blue Team will now perform a base scene based on _____. I'll explain the rest after we see the scene. Blue Team, are you ready? Begin.

Excellent, that scene was 1:30 long. They will now perform it in half that time. 45 seconds. Ready? Begin.

I don't think that was fast enough. Half that time. 22 seconds. Go.

Half again. 10 seconds. (Use 5 seconds only if necessary.)

And that's time!

Debate

For the game of Debate, first we will send one player from each team out of the room. Red Captain, who will you send? Blue Captain? Lets cheer them out of the room by chanting "Run, run, run, run".

For our debate, we need several suggestions. From this side of the room, may I have a multi-syllabic verb? That's an action word. From this side of the room, let's have an equally multi-syllabic adjective. A descriptive word. And from the center of the room, please give me an SAT sized noun. Excellent. Now we have the topic for tonight's debate: _____ing _____ic _____. You will now see a debate between the two players currently outside in our parking lot. As you may suspect, they have not heard the topic. Their goal is to debate in 15 second increments, first blue, then red, back and forth until one of the debaters names the topic: _____ing _____ic _____. They will guess the topic based on pantomimed clues given by their teammates while they debate. No verbal clues are allowed.

So, let's call in the debaters by yelling "get in here!" on three. One, two, three. "Get in here!!"

Blue team, you won the coin toss, so you will go first. Are you ready for tonight's debate? Begin.

What are you doing?

In What Are You Doing? one player from each team will take the field. Player #1 will begin doing an activity, for instance, tying his shoe. Player #2 will ask, "What are you doing?" Player #1 must respond by saying something other than what he is doing. For instance, "Painting a fence." Player #2 must immediately begin doing that activity. Player #1 will then ask, "What are you doing?" Player #2 will respond with something other than what he is doing. Back and forth, until one player is eliminated. Players can be eliminated for a variety of reasons. If they hesitate when asked, "What are you doing?" they'll be kicked outta there. If they repeat something which was already said, that's boring, so they're outta there. If they say they're doing what they're actually doing, that's too easy, and they're outta there. And, because I'm the Ref, if they make fun of my mother, they're outta there. Feel my power.

Players, take the field for the first round of What Are You Doing? Blue team, you won the coin toss, so you will initiate an action? Ready? Begin. (Start with no theme, then get theme, then two initials, ending with three initials.)

Story

All players on the field for the game of story! To tell a good story, first you need a title. So, from you, may I please have the title to a story that's never been writ-

ten? Great. The players will now tell " _____ " in the following manner. I will point at one player, and he will immediately begin telling the story. When I pull my finger away, he will stop telling the story, whether he's in the middle of a paragraph, a sentence, or a word. I will then point at another player, and he will pick up exactly where the previous player left off. So, player by player, we will tell the story.

However, Story is an elimination game, and the last player left standing will win 3 points for his team. I will eliminate players for a variety of reasons. If they do not begin telling the story immediately when I point at them, that's hesitation, and they'll be kicked outta there. If they do not stop telling the story immediately when I pull my finger away, that's failure to cut off, and they're outta there. If the player I point at does not pick up the story exactly where the previous player left off, that's poor listening, and they're outta there. If the player telling the story makes no sense, that's the "I don't get it" foul, and they're outta there. If their grammar is poor, something we call the Tarzan foul, "I go store now." they're outta there. And, since I'm going to be right in front of the players, anyone who spits on me or an audience member is immediately outta there because some things just shouldn't be shared.

Let's begin telling the story by repeating the title-- " _____ ". Chapter 1.

Siamese Scene

Captain, please get a scene suggestion for your Siamese Scene. Thank you. In the Siamese scene, we will see a scene involving _____s. However, all characters in the scene will be Siamese twins, attached at the hip, sharing one brain, but having two heads. Each twin will be played by two actors, who will alternate words, back and forth, in an attempt to form coherent sentences, and a scene. So, Blue Team, are you ready for your Siamese Scene? You have four minutes. Begin.

Shakespeare

Captain, please get a scene suggestion for your Shakespeare. Excellent. In Shakespeare, you will see a scene including _____s. But, rather than being a normal scene, it will be played in Shakespearean style and language. Red Team, are you ready for your Shakespeare? You will have four minutes. Begin.

Forward/Reverse

For Forward/Reverse, we need a suggestion. Captain? Thank you. In Forward Reverse, you will see a scene including _____s. However, I, the all powerful Ref, will have in my hand an imaginary remote control with two buttons. Forward and Reverse. I can push them at will, and when I do, the scene will obey my command, moving forward, or in reverse. Red Team, are you ready for your Forward/Reverse? You have four minutes. Begin.

5 Things

For the game of 5 Things we will send one member of the Blue Team out of the room. Captain, who will that be? Let's say good-bye to _____ by saying, "Get out of here!" together on three. Ready? One, two, three. "Get out of here!"

Now, we need five active activities as suggestions. These activities should be things you've actually done--like bungee jumping, skiing, or baking a cake. So, let's get our first activity from the back of the room. Now from this side. From the middle, from this side, and from the front.

The object of 5 things is for the Blue Team, who are in the room, to get John to do these activities. However, since John is a trained professional, we need to make them a bit more difficult by changing some of the elements around.

Let's start with item #1. Rather than using a rope for rock climbing, what food item might that rope be? And rather than the standard Nike shoes, what item you might find in a hardware store will he wear on his feet? Etc. through #5.

In addition to the strangeness of our newly created activities, the Blue Team will be further hampered in their effort to get John to do these things. First, they can use no known language, but only nonsense sounds--gibberish. Second, they cannot actually do the activity themselves. Instead, they must set up the situation so John will do the activity.

When it looks like John might understand the item, I will stop him, and ask, "What are you doing?" If he gets it right, one point will be scored. The Blue Team will have four minutes to get through as many of these items as they can. And since I'm a nice guy, we'll let them do the activities in whatever order they like. Captain, please let us know what that order will be (count off with the audience).

Now let's call John back into the room by yelling, "We miss you!" on three. Ready? One, two, three. "We miss you." And here he comes! Blue Team, are you ready for your 5 Things? Begin.

Chain Murder

In the game of Chain Murder, one member of the Blue Team will stay in the room. Captain, who will that be? Good. Let's say good-bye to the rest of the Blue Team by saying "Hasta la vista baby" together on three. Ready? One, two, three. "Hasta la vista baby!"

Chain Murder combines the children's game Telephone and the board game Clue. I'll explain details in a minute. To play, we need three suggestions. The first is a location you might find in any major city. The second is an occupation unrelated to the location. And the third is an object you could never use to kill someone. Great.

What's going to happen is this. Player #1 knows the location, occupation, and weapon. We will call the other players into the room one at a time. When the player comes in, the player on stage, who knows the clues, will try to communicate those clues to the second player, using only pantomime and gibberish. When the second player thinks he knows the murder weapon, he will use it to kill the first player, at which time we will all say, "He's dead." Let's try that together. When the murder occurs, we say what? "He's dead."

After the first murder, the next player will come into the room, and the players will repeat the process, until three murders have been committed. At that time, we will see how well the location, occupation, and weapon were communicated, and the team will score points accordingly. I'll explain the scoring when we get there. One last item--the players will have only three minutes to commit all three murders. So now, let's call the first player into the room by yelling "Hey first player" on three. Ready? One, two, three. "Hey first player."

He's dead. Hey second player. You have xxx time left.

He's dead. Hey last player. You have xxx time left.

That last murder was committed with only xxx time to spare! Now, players, rise from the dead and line up in the order in which you were killed. The scoring for the game goes like this. I will ask player #4 for the location, occupation, and murder weapon. For every answer he gets right, the Blue Team will score 4 big points. If he answers wrong, we will all yell, "Not!", and I'll go to player #3. If he answers correctly, I'll award 3 points. If not, I'll go to player #2. If he gets it, 2 points. If

not, we'll go back to player #1. If he gets it right, that's no points, because he was in the room from the beginning. Last, if the Blue Team get all three items in any combination, I will award one bonus point.

So, player #4, what was that location? etc.

That's 4 and 3 and 2 for a total of 9, plus the bonus point makes 10 points, bringing our score to what Scott?

Freeze Tag

For Freeze Tag, first we need a suggestion. From this side of the room, how about something starting with an "R"? Good. In Freeze Tag, one player from each team will take the field. They will begin a scene about _____s. Then, at any time in that scene, players from either team can yell "Freeze". The players on the field must immediately freeze in position and the scene will stop. The player who yelled "Freeze" will then come on the field and replace one of the players. The new player will then begin a new scene, based on the position he's in. Over the course of the game, we will see several freezes. If it's a good one, and I hear you chuckle, laugh, or make any sound from a bodily orifice above the neck, I will point at the booth, "ding", an angel will get its wings, and Scott will score one point for the new player's team. If we don't like the freeze, it's dumb, or it's boring, I will make this sound--duck call--and no points will be scored. You can help me make this call by making the OK sign, bringing it to your lips, and spitting. One note to everyone under 8 in the audience: this is the only place where this behavior is acceptable.

Great. Players take the field for the game of Freeze Tag. You will begin a scene about _____s. Ready? Begin.

185

Players take the field for the game of 185. In 185, players tell a standard joke which goes like this: 185 blanks, that's blanks that you will provide, walk into a bar. The bartender says, "Sorry, we don't serve blanks here." And the 185 blanks say punch line. For instance, if the suggestion was Bananas, a player might say, "185 bananas walk into a bar. The bartender says, 'We don't serve bananas here.'" So, the 185 bananas say, "OK, we'll just slip out the back way." For reasons which are obvious, the groaner foul is suspended for this game. Players will try to make puns and jokes which make you groan, titter, chuckle, or laugh. If they do, I will point at the booth, we will hear a bell, and Scott will

award one point to that player's team. If we don't like it, it's stupid, or just not funny, I will make this sound--duck call--and no points will be awarded. You can help me with this call by making the OK sign, bringing it to your lips, and spitting. One note to everyone under 8 in the audience: this is the only place where this behavior is acceptable.

Let's get our first suggestion for 185. May I have a movie style please?

Musical Comedy

First we need a suggestion. Captain, what suggestion would you like? Good. You will now see a scene about _____s. However, for added difficulty and entertainment, the Blue Team will play that scene in the style of a musical comedy. And they will do so in only four minutes. Blue Team, are you ready? Let's watch.

Scantron

Captain, please get your suggestion for Scantron. Good. You will now see a scene about _____s. However, periodically throughout the scene, I will yell, "Freeze". The scene will stop exactly at that point, with the players frozen in position. I will then go to each player, put my hand over their head, and ask, "What happens next?" They will give their version of where the scene might go. I will ask you all to applaud for the suggestion you prefer--A, B, C or D--then, the players will restart the scene, making your choice reality. Players, are you ready for your Scantron? You will have four minutes. Begin.

Blind Line

For Blind Line, first we need a scene suggestion. Captain? Good. Now, we'll send the Blue Team out of the room. So, let's all say, "Good-bye Blue Team" together on 3. Ready? 1, 2, 3. "Good-bye Blue Team." Now I need 8 lines of dialog from you. From this side of the room, how about two well known movie lines? Give me two lines from literature. Now let's have two things your mother always told you. And last, give me two things you might overhear in the women's bathroom. Good.

When the players return to the room, I will give them each two lines, which they cannot look at. Periodically during the scene, the player will create a reason to read one of his lines. When he has done so, he must then justify, in the context of the scene, why he might have said that line.

So, to recap, the lines are:

Now, let's call the players back into the room by yelling, "Hey you guys" really loud. Ready? 1, 2, 3, "Hey you guys."

Give the lines out.

Blue Team, are you ready for your scene about _____s? Then begin.

Begin the 2nd Half

Hey, we're back! I hope you're refreshed by a Coke, a beer, or some popcorn. Before we get into the action, I have a few quick announcements. First, tonight is not the only night of Comedy Sports. We have shows Fridays at 9:00, and Saturdays at 8:00 and 10:00. And if that's not enough, you can hire us for private parties and company functions. As well, there are occasional Thursday shows, including the monthly Mumblypeg, which is a part scripted, part improvised show which is rated R. So, don't bring the kids to that one unless you want things explained to you on the way home.

If you want to get updates on these shows and more, be sure to put your name on our mailing list, which you can do at the concessions window. We send out by-monthly news letters which keep you abreast of upcoming special shows like our Christmas and Halloween bashes. Those special shows almost always sell out, so with the news letter in hand, you'll be able to make reservations early.

One last thing. I'm informed we have a Birthday Boy in the crowd tonight. Bill? Bill, could you stand up please. The players have created this special song just for you.

Now let's go! Red Team captain, on the field please. You did not get the chance to play in the go-ahead round of competition. So, your team will play the catch-up round. What game do you choose to play in that round?

Day in the Life

For the game Day in the Life, we need a willing audience volunteer to tell us a little about their day today. You. Why don't you come up here so everyone can see and hear you. What is your name? What do you do for a living? Where do you live? What time did you get up this morning. And what did you do next. . . Thanks, that's enough. Let's everyone give _____ a big round of applause.

Now, the Blue Team will show us their version of _____ day in only four minutes. Blue Team, are you ready? Begin.

Pick a Play

For your Pick a Play, Captain _____, why don't you get a suggestion? Good. Three players will now come out into the audience with a box of plays. An audience member will choose a play for each player to read from in the scene. The one player who does not have a play--name him--will perform the scene as normal. However, the other players can read lines only from the play chosen for them, forcing the player without a play to justify their actions and move the scene ahead logically.

Blue Team, are you ready for your Pick-a-Play? Good. You have four minutes. Begin.

Lie Detector

Captain _____, please get a scene suggestion for your Lie Detector. Thank you. Now, we need to send the Blue Team (the team not playing the scene) out of the room by saying, "Good-bye Blue Team" on three. Ready? One, two, three, "Good-bye Blue Team."

Now, I need from you, six statements of fact, like, "The sky is blue."

Good. The object of the game is for the Red Team to play a scene based on _____s. In that scene, they will use the lines you just provided. However, the Blue Team, who do not know the lines, will be in the room, and will be guessing which statements in the scene are on the list we just created. If they think a statement in the scene is on the list, they will yell, "That's a lie." If it is on the list, they will receive one point. If it is not, the Red Team will win a point. Last, if the Red Team sneaks one of these lines by the Blue Team during the scene without them yelling, "That's a lie," the Red Team will win two points.

Now, let's recap the six statements of fact. Captain.

Let's call the Blue Team back in the room by yelling, "Hey blue team," on three. Ready? One, two, three, "Hey blue team." Here they come.

Teams, are you ready for your Lie Detector based on _____? You will have four minutes. Begin.

Historical Ballet

For the game of Historical Ballet, we need a willing audience volunteer. You there in the yellow. Come on up. What's your name? Susie everyone! Now we need to send Susie out of the room with one of the Blue

Team (opposing team) who will explain the game to her outside. Let's all say, "Good-bye Susie" on 3. Ready? 1, 2, 3! "Good-bye Susie."

Now I need a suggestion. May I please have a well known event from American history? Thank you. And may I now have two objects which would have been at that event? And two people who would have been at that event?

After we call Susie back into the room, the Red Team will perform a ballet based on your event. Red Team, step forward one at a time and tell us which role you will play in the ballet.

Now let's call Susie back in the room by saying. . .

OK, Susie, the Red Team will now perform a ballet for you. Ready? Begin.

Now Susie, step up on stage, and let's see how well the Red Team performed. First, Susie, what event from American history did you just see performed? Now the players will step forward one at a time, and we will see how well they communicated their character. Mark? OK Susie, what object which appeared at the _____ was Mark? Etc. up to the last player.

One point for each correct answer gives us _____ big points.

Now, Susie, you're going to join the Red Team in another portrayal of a historical event, and a player from the team will stay in the room. Who will that player be?

Do it all over again with an event from world history.

Oxygen Deprivation

The game is Oxygen Deprivation. Captain, please get a scene suggestion. OK, you will now see a scene about _____. However, at all times, one player from the Blue Team will have his head submerged in the bucket of water placed on the edge of the stage. As that player begins to run out of air, he will raise his hand, signaling that it's time for another player to take his place in the bucket. One player on stage must justify leaving the scene, and the player in the bucket must then enter the scene, justifying his dampened condition. This scene comes with the warning statement: do not try this at home.

Players, are you ready for Oxygen Deprivation? You have four minutes. Begin.

Newscaster

For the game of Newscaster, I need a willing audience volunteer who can tell us about a significant event which has happened to them recently. Good. What's your name? And what's the event?

We will now see a scene by the Blue Team which shows the true ramifications of this event.

Blue Team, are you ready for your Newscaster? You have four minutes. Begin.

Moving Bodies

For Moving Bodies, we need a scene suggestion. Captain, what would you like? excellent. In Moving Bodies, three of the Blue Team will play the scene based on _____s. However, they will be unable to move their own arms, legs, or any other part of their bodies except their mouths on their own. The fourth member of the team will do that moving, and the players must respond to those uncontrolled movements, making them make sense in the scene.

So, Blue Team, are you ready for your Moving Bodies based on _____? You will have four minutes. Begin.

Spelling Bee

In the game of Spelling Bee, we will see the Comedy Sportz version of that classic American elementary school activity, the Spelling Bee. Blue Team, are you ready? You will have no more than 4 minutes. Begin.

Dr. Know-it-all

In Dr. Know-it-all, you will meet, here at the Comedy Sportz arena, the most knowledgeable person ever. He knows the answer to any and every question. We will come to you for those tough, as yet unanswerable questions. So, start thinking about issues you'd like Dr. Know-it-all to clarify--things like "Why does gravity work? Now let's bring on Dr. Know-it-all's assistant, Thadious Burke, who will introduce the Dr. himself. Thadious.

Movie Expert

In Movie Expert, first we need two suggestions. I need the titles of two movies which have never been filmed. Thank you. The Blue Team will now perform a Siskel and Ebert style critique of these two movies, _____ and _____. Blue Team, are you ready? You will have four minutes. Begin.

Slo-Mo

For Slow-mo, we need a scene suggestion. Captain, what would you like? Good. What you will now see is _____ing performed as an Olympic event in slow motion, with two competitors and running expert commentary. Blue Team, are you ready for your Slo-mo? You will have four minutes. Begin.

Opera

Captain, please get a scene suggestion for your Opera. Great. What you're about to see is a four minute Opera performed by the Blue Team based on _____s. Blue Team, are you ready? Begin.

Gibberish Opera

Captain, please get a scene suggestion for your Gibberish Opera. Good. What you're about to see is a four minute opera performed by the Red Team. However, as we all know, most operas are performed in a foreign language completely unintelligible to most Americans. The Red Team will acknowledge that tradition by performing their opera completely in gibberish. Red Team, are you ready for your Gibberish Opera based on _____? Then begin.

Foreign Movie

For Foreign Movie, the first thing I need is a suggestion for the name of a movie which has never been filmed. You're making up the title right now. Good. You will now see _____ performed in four minutes. Two of the Blue Team will provide the action on stage. However, all their dialogue will be in Gibberish--an unintelligible language. The English subtitles will be provided by their two teammates at the bottom of the screen. So, Blue Team, are you ready for your Foreign Movie? Begin.

Shopping Spree

For shopping spree, we need to send one member of the Blue Team out of the room. Captain, who will that be? OK, lets cheer ____ out of the room by chanting "Out to the parking lot" together. Ready? "Out to the parking. . ." Good. Now that _____ is in our soundproof parking lot, let's get the game suggestions. First, we need 6 objects you might buy in a store. Let's have two of those come from a hardware store. And two from a clothing store. And two from an electronics store.

Good. However, rather than just having those objects be normal objects, let's make them a little strange. First, rather than a plain hammer, what might this hammer be used to hit that a normal hammer would not? etc.

When Rob comes back into the room, he will be a clerk at the store which sells all the items we just came up with. (list them). However, he doesn't know what the items are. It will be the job of Rob's teammates to communicate these items to him without actually saying what the items are. When Rob correctly guesses an item, I'd like you to clap loudly to let him know he's right. I will award two points for each item--one point for the basic item, for instance, a hammer, and one point for the attribute we've given the item, for a possible 12 points.

Now, let's call Rob back in the room by yelling, "Hey Rob" together on three. Ready? One, two, three. "Hey Rob."

Blue Team, are you ready for your shopping spree? You will have four minutes to get as many of the items as possible. Begin.

Growing Shrinking Machine

For Growing Shrinking machine, I need four different locations. First, may I have a vacation spot you would like to visit? A famous landmark? A fantasy location from the movies? And a common urban location?

The Blue Team will perform a scene in which one player will begin in _____. After some amount of time, his teammates will yell, "Freeze!" A second player will then join the first on stage, and begin a new scene in another of your suggested locations, justifying the frozen position of the player frozen on stage. Players will continue to enter in this way until everyone is on stage. They will then leave in the order they came in. When a player leaves the scene, they take their location with them, and the players remaining must revert immediately to the previous location.

Blue Team, are you ready for your Growing Shrinking machine? You will have four minutes. Begin.

Foot in Mouth

Players, take the field for the game of Foot in Mouth. For Foot in Mouth, we will get from you, various events and locations. Players will then step forward one by one, and say the most inappropriate thing which could be said in the location you suggest.

Foot in mouth is a bell and duck call game. If we like the joke, it makes you titter, chuckle, laugh, or make any sound of approval from a bodily orifice above the neck, I will point at the sound booth, an angel will get it's wings, and one point will be scored for that player's team. If we don't like the joke, it's not funny, it's not

worth our time, you will hear this sound. The duck call. And no points will be scored.

Let's get our first suggestion for Foot in Mouth. May I please have a once in a lifetime occasion?

Double Blind Freeze Tag

For Double Blind Freeze Tag, first we need a suggestion. May I please have something blue? Good. In the game of Double Bling Freeze Tag, one player from each team will take the field. They will begin a scene about _____s. Then, at any time, any player off the field may yell, "Freeze." The players on the field must immediately stop all dialogue, and freeze in position.

One player from each team, neither of whom have seen anything going on on-stage, must come up and take the position of their teammate. Then, the two new players will begin a new scene based on their position on stage. The player who initiates that new scene has the possibility of scoring one point for his team.

The scoring works like this: if we like the new scene, think it's clever, witty, or interesting, I will point at the booth, an angel will get it's wings, and one point will be scored for that team. However, if we don't like the new scene, it's dumb, or just plain boring, you will hear this sound. The duck call. And no points will be scored. You can help me make this call by making the OK sign, bringing it to your lips, and spitting. At the end of the game, you can judge for yourself the overall quality of play by the amount of phlegm on the shoulder of the person in front of you.

Let's have one player from each team on the field for Double Blind Freeze Tag. All other players, turn your backs. Players on the field, are you ready? Begin.

Dubbing

For the game of Dubbing, first we need a scene suggestion. Captain, what would you like? Good. You will now see a scene about _____s. However, the players will not speak for themselves. Instead, their voices will be dubbed in by one of their teammates. When the player hears the other player dubbing--therefore speaking for him, he must act physically in a way that makes sense with what he is "saying".

Players, are you ready for your Dubbing? You will have four minutes for your scene. Begin.

Object Freeze

Players, take the field for the game of Object Freeze. While the players wait patiently with their backs turned, I will come out into the audience with a paper bag into which I would like you to put objects of interest--no trash please. You will get your items back after the show. (go out into the crowd).

I can't believe some of you people actually carry this stuff. What must your houses look like?! Anyway, it makes for a good game. I will now place one object at a time on the stool. On my command, the players will turn around, and must use the object in a way which it was not intended to be used, creating a mini scene where your object turns into something new.

If we like the way they use the object, think it's clever, or they make us laugh, I will point at the booth, and angel will get its wings, and one point will be scored for that player's team. However, if we don't like the joke, it's dumb, or just plain boring, you will hear this sound. The duck call. And no points will be scored. You can help me make this call by making the OK sign, bringing it to your lips, and spitting. At the end of the game, you can judge for yourself the overall quality of play by the amount of phlegm on the shoulder of the person in front of you.

Revolving Doors

For revolving doors, each player needs to get a suggestion. Players? Good. And now we need a scene suggestion. Captain? Excellent. In Revolving Doors, you will see a scene about _____s. However, for added difficulty, whenever the word each player has as their personal suggestion is spoken, they must either enter or leave the scene. If they're off stage, they immediately come on, and if they're on stage, they immediately leave the scene. The challenge is to make all entrances and exits make sense, while still keeping the action going. Sound hard? It is. Players, please step forward and remind us of your special word.

Players, are you ready for your Revolving Doors? You will have four minutes for your scene. Begin.

N Word

For the game of N word, we need a scene suggestion. Could I please have something you might do on summer vacation? Good. You will now see a scene about _____. One player from each team will take the field. However, those players will only be allowed to speak in sentences N words long. I will assign a value to N--remember algebra? At least half of you do. The

rest will catch on. Players will continue their scene until one or the other says a sentence with more or less than N words. He or she will be eliminated, and a teammate will take their place. The team with the fewest eliminations at the end of the scene will win 3 big points.

Players, are you ready for N word? Begin.

Rhyming Verse

For Rhyming verse, we need a scene suggestion. May I please have an object you would buy at Wal Mart? Thank you. You will now see a scene about _____s. However, the lines in the scene must be said in the following manner. The first player will say a line, which has an obvious poetic meter. The second player must add a line which rhymes with the first line using the same meter. The second player will then add a new line, which the first player must then rhyme. Back and forth they'll go, two lines at a time, until one player is eliminated.

Players can be eliminated for a variety of reasons. If they fail to rhyme, "I will go downtown to the store. Yes I'll come and buy some meat." Meat. Store. They don't rhyme. And for that, we'll kick the player "Outta There". If they fall off the meter, "I will go downtown to the store. See you there." Not the same meter. And for that, we'll kick the player "Outta There". And if they use excessively poor grammar to crowbar in a rhyme, "I will go downtown to the store. Yes is good eat apple core." My first grade teacher will turn in her grave, and we'll kick the player "Outta There".

And the team with the fewest number of eliminations at the end of the scene will win 3 big points.

So, players, take the field for your Rhyming Verse based on _____. Ready? Begin.

Elimination Limerick

Players take the field for the game of Elimination Limerick. We will now see the players make up Limericks based on your suggestions. A Limerick, if you remember all the way back to elementary school, is a poem with a particular format. It has five lines. The first, second, and fifth lines rhyme, and the third and fourth lines rhyme. The meter is like this: Da da da da da . . .

Players will form their limericks one line at a time. When I point at him, the player must immediately supply the next line in the poem, with correct meter and rhyme.

As you may have guessed by the title, Elimination Limerick is an elimination game. Players will be eliminated for mistakes until only one player is left standing. His team will win 3 big points. Players can be eliminated for the following reasons. If I point at a player, and he hesitates, that's wasting our time, and he's kicked "outta there". If he has poor rhyme--I will go out to the store, and there I will get some beef. Beef. Store. No rhyme. They're "outta there". If they have poor meter--I will go out to the store, and then I'll sleep. Poor meter. "Outta there." I will also kick them out for poor grammar, making no sense, and for not starting with a capital letter, because I'm a really hard grader.

So, let's get our first Limerick suggestion. From this side of the room, may I please have an occupation? Good. Players are you ready for your limerick? Let's begin. (point)

Elimination Rap

We will now see the players make up Rap songs based on your suggestions. They will line up, and each player will have a chance to do two lines of the rap. The first must rhyme the previous player's last line, and the second line will set up the rhyme for the next player. Players will continue to rap until someone makes a mistake, and we will continue until only one player is left standing. His team will win 3 big points.

Players can be eliminated for the following reasons. If a player hesitates and misses the beat, that's painful to listen to, and I'll kick him "outta there". If he has poor rhyme--I will go out to the store, and there I will get some beef. Beef. Store. No rhyme. They're "outta there". If they have poor meter--I will go out to the store, and then I'll think about my sore. Poor meter. "Outta there." I will also kick them out for excessively poor grammar, making no sense, and for complete lack of rap attitude.

So, let's welcome the rappers to the stage. Come on out rappers!

Now we need our first suggestion. From this side of the room, may I please have an occupation? Good. Players, your rap must revolve around the subject of _____? Are you ready? Begin.

Irish Jam

Players take the field for the Irish Drinking Song. What you're about to see is an ancient Irish pub drinking song. But, before we start singing, we need something to sing about. So, may I please have a willing audi-

ence volunteer to tell us a little about him or herself.

Our pub song has a particular format, and in that format, there is a chorus we'd like you to join in on. It goes like this: La di di die di die di die. . . Let's all try that together. Oh, lie di die. . .

Now that we know _____ a little better, the Blue Team will sing a whity ditty about her. Remember to join in on the chorus. Blue Team, are you ready? Good. Begin.

Super Hero

For the game of Super Hero, we need three suggestions. Captain? Good. You will now see a scene incorporating your suggestions _____, _____, and _____. As you might have guessed from the title, Super Hero, the scene will be in the format of a Comic book, filled with villains, dastardly deeds, and days saved by the superhero of the scene. All that in four minutes. So, Blue Team, are you ready for your Super Hero? Begin.

Mystery Where

For Mystery Where, first we need a scene suggestion. May I please have something green? Good. Now, we need to send the Blue Team out of the room by yelling, "See you later, " on three. Ready? One, two, three. "See you later."

Now the players are safely in our soundproof parking lot, we can get the remaining suggestions for Mystery Where. I need from you four locations. First, from this side of the room, I need a location you would go on vacation. From the center of the room, how about a famous landmark? From the back of the room, may I have a common urban location. Something you would find in any major city. And last, may I have something you would never expect to be inside of?

When they come back into the room, I will whisper one suggestion to each player--that way each player will know only his own location. The players will then create a scene about _____. However, each player must play the scene as if they are in the location I whisper to them. They will try to communicate that location to their teammates, using references, physical objects from that location, and their reactions in the scene. At the end of the game, the team will guess where their teammates were, and will win points based on those guesses.

Before we call them back, let's review the four locations: (repeat them).

Let's call the players back in by yelling, "Get back in here!" on three. Ready? One, two, three! "Get back in here!" (whisper the suggestions). Players, you will have four minutes for your Mystery Where based on _____. Are you ready? Begin.

(at the end) And that's time. Players, please line up for the guessing. I will award the Blue Team one point for each right answer, and one bonus point if they get all four answers correct, for a possible five point total. _____, please step forward. Where was _____? (Etc. through all four players.)

Dysfunction Junction

For Dysfunction Junction, first we need a scene suggestion. May I please have something green? Good. Now, we will send the Blue Team out of the room by yelling, "See you later, " on three. Ready? One, two, three. "See you later."

Now the players are safely in our soundproof parking lot, we can get the remaining four suggestions for Dysfunction Junction. First, may please have an animal? Now may I have a famous dead celebrity? May I have a movie director? And last, may I have a food please?

When they come back into the room, I will whisper one suggestion to each player, so only that player knows their dysfunction. The players will then create a scene about _____. However, in that scene, without saying what their dysfunction is, they must try to communicate to their teammates, using references, physical characteristics, and reactions, that they have, for example, a particular fear of _____. At the end of the game, the team will guess what the dysfunctions are, and will win points based on those guesses.

Before we call them back, let's review the suggestions. First, we have fear of _____, second the player thinks she is _____, the next player thinks he's in a movie directed by _____, and the last player has an extreme allergy to _____.

Let's call the players back in by yelling, "Get back in here!" on three. Ready? One, two, three! "Get back in here!" (whisper the suggestions). Players, you will have four minutes for your Dysfunction Junction based on _____. Are you ready? Begin.

(at the end) And that's time. Players, please line up for the guessing. I will award the Blue Team one point for each right answer, and one bonus point if they get all four answers correct, for a possible five point total. _____, please step forward. _____ had a fear of something. On three, what was that fear? One, two, three! No, I'm sorry, _____ was in fact afraid of

_____. Etc. (Announce total points at the end.).

Replay

For Replay, we first need a scene suggestion. Captain, what would you like? Good. You will now see a two minute set-up scene about _____. I'll explain more after it is complete. Blue Team, are you ready for your Replay set-up scene? Good. Begin.

And that's time. Now we need three additional suggestions. May I please have a musical style? a movie style? and an emotion? Good. The Blue Team will now replay their set-up scene in each of these three styles _____, _____, and _____. Captain, which will we see first? Excellent. Begin. (and so on through three styles).

Get the audience judges

Before we see the Blue Team play their scene in the Choice Round of tonight's match, may I please see how many people brought their Judges Whapners to tonight's match? (Count them, and give out an extra pair if there's an even number) Ladies and gentlemen, tonight's audience judges! At the end of the Choice and Challenge round of the match I will come to these judges, and based on their ruling, will award points to the team they prefer.

You're probably wondering, how do I get a pair of those? Well, lucky for you, ComedySportz is the easiest, and cheapest place in the nation to buy a judgeship. For \$2 at the concessions window you can buy a pair of Whapners, and participate. Bring them back again and again for endless entertainment.

Now, back to the action!

Judge the scenes

We have now completed the Choice round of tonight's match, so it's time to see whether tonight's judges preferred the _____ of the Blue Team, or the _____ of the Red Team. With five points hanging in the balance, judges please raise the color Whapners of the team you prefer on three. Ready? One, two, three! I see blue, blue, blue. That's five points for the blue team, which brings our score to what?

Get the score keeper

Unfortunately, his/her arms are not long enough to reach the scoreboard, so we need the assistance of a willing audience volunteer with at least second grade level addition skills. And what's your name? Let's give _____ a big hand. Tonight's audience score keeper! _____, we will come back to you periodically throughout the match to update the score.