Humorous Interpretation Rules

Description: The Humorous Interpretation is an original rendition by the competitor of a relatable story from a single published work of literature with a focus on plot and character development using humor to connect with the audience. Stand-up comedy or telling a series of jokes without a corresponding plot is not a Humorous Interpretation.

Goal: To select and analyze literature, then bring it to life through the creative use of voice, movement, and facial expression. The story should be conveyed humorously using plot, character development and comedic timing.

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 cannot be authored or self-published by the competitor or a previous competitor. The selection must be in compliance with the **Interp Script Submission Guidelines.**
- 2. The following unpublished works are not permitted: blogs and media transcripts (i.e. movie scripts and audio or video recordings that are not published in written form by the owner). See the **Interp Script Submission Guidelines.**
- 3. The competitor must create a completely original interpretation of literature. Competitors may not copy the added words, cutting and/or blocking of a previous speech and/or video. See the **Interp Script Submission Guidelines**.
- 4. A maximum of 150 words may be added.
 - a. Added words may be used to create introductions, conclusions, and transitions between the author's words, phrases, and/or ideas. Joining together disconnected words and/or phrases from the source to create new thoughts or ideas is counted as added words.
 - b. The competitor is allowed to quote external sources in the **introduction only**. The external source(s) including song lyrics, prefaces, etc. must be cited orally and is considered as part of the 150 added words. See the **Interp Script Submission Guidelines.**
 - c. When identifying the source material, the following are not considered added words: the title, the author(s), and the words *by* and *and*.
 - d. Changes to pronouns, verb tenses, and character names are allowed and not counted as added words.
 - e. Words from the original source may be repeated without being counted as added words.
- 5. Dialogue from one character may be given to another character.
- 6. 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).
- 7. Once the competitor uses a selection (book, play, short story, etc.) in any competition in any venue, that competitor may not reuse any part of the published work in subsequent years of competition. The Bible is an exception to this rule.
- 8. The competitor may enter only one interpretive selection per event.
- 9. The competitor must provide a script and scanned/photocopied pages used from the original source at each tournament. The title page, copyright page, and original source pages must be from the same source. See the **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. See the **Interp Script Submission Guidelines.**
- 2. Competitors may not receive or access any verbal, non-verbal, electronic, and/or written communication, nor any form of visual assistance during the delivery of the speech.
- 3. No props, audio, or visual aids may be used.
- 4. Only feet are permitted to touch the floor at any time.
- 5. Vulgar, obscene, lewd, and/or graphic language and gestures are strictly prohibited.
- 6. This is a speech event, but some singing and dancing are permitted as appropriate to the piece.
- 7. The speech must be memorized and delivered as written in the script. The competitor will receive a two (2) rank penalty for the use of a written script or notes in competition.
- 8. The timepiece must be facing toward the competitor and counting up.
- 9. The maximum speaking time is ten (10) minutes, including audience laughter. Competitors may not provide any additional context, explanation, or commentary about their speech before or after delivery unless directed by tournament staff.
- 10. Competitors will receive a one (1) rank penalty for going over time by 15 seconds or more.

Speaking Time – Ten (10) Minutes