

## INHOUD

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## PRESENTATION IN BRIEF

There are several ways to present a match. It usually works best to find a presentation role that's not too far from your own persona.

The presentation role comes with a number of fixed tasks, which are always the same. The order may differ, but otherwise, it's just a matter of memorizing what should be done when. See the checklist for this.

One of the main duties of the presenter is to get the audience in the right mood for a match. Be the epitome of positivity. If the presenter feels like it, the audience will tag along more easily.

You can build suggestions like this: start by asking for suggestions that everyone can answer immediately, without having to think. For example, ask the audience to mention their name, or age, after counting to three. After that, more suggestions can be asked for during the match.

Another important task is to keep the flow going. This is not about talking fast, but about connecting seamlessly to what is happening. Briskly ask for the judges for their points, quickly introduce the challenges, and don't waste too much time writing down the given points.

*Free to: the tips of Marieke Hagemans*

## CHECKLIST

### UPFRONT

- Think of a toss game. If the toss game is not standard, it is often useful to walk it through with the players upfront, to avoid misunderstandings on stage. Some presenters prefer to keep the toss game a secret, but that is not really necessary.
- Agree with the teams who will come on stage first.
- Go through the checklist quickly if you don't already know it by heart.

- Check the scoreboard.
- Pump yourself up before the match, for example by participating in the warming up (wup).

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### AT THE BEGINNING OF THE MATCH

- Have a judge or someone else announce you in a loud voice, from behind the scenes.
- Appearance on stage (own interpretation)
- Welcoming the audience
- Introduce yourself (real name or fake name or no name at all)
- Explanation of theater sports (not, or very limited, in tournaments). Ask if there are people who don't know theater sports.
  1. Two teams
  2. Improvised scenes
  3. Audience is important to ensure that there is improvised by given suggestions.
  4. You can throw roses in good scenes
- Mention that no pictures should be taken during the show as we have a photographer for that
- Warming up the audience (for example by having them stand up and make moves).
- Warming up is important, but don't make it too long.

The audience is there for a theater sports match, and the introduction is often long enough.
- Practice by letting the audience shout suggestions
- "Contest also means judging, that's what the judges are for"
- Practice booing with the audience
- Announce judges as scumbags or the like.
- The judges introduce themselves, the presenter temporarily withdraws to the side.
- Thank judges
- Announce team 1
- Announce team 2
- Toss game

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### DURING EACH SCENE

- Pay attention to what the scene is about, so you can comment on it right afterwards.

Also, keep an eye on given yellow and red cards.

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### AFTER EACH SCENE

- Make positive comments about the scene and ask judges for points (often in one sentence)
- Meanwhile, pick up roses and throw them back in the audience.
- BRIEFLY chat with the judges. Sometimes, one of the judges takes the initiative to make a comment, sometimes you ask for a response from one of the three judges for a remarkable score. Throughout the match, have each judge speak a few times.
- If a yellow or red card is given, good judges will indicate this automatically. If they don't mention it immediately and you have seen one come by, you can give it a go yourself.
- Indicate which team is up to for the next scene ("The challenge is up to Pro Deo", "The challenge is answered by Pro Deo")
- While the team captain explains their game, you can write down the points.

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### JUST BEFORE THE BREAK

- Mention the current score
- Denounce judges, players, and wish the audience a good break with a "see you soon"

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### DURING THE BREAK

- Relax!
- Talk to the judges and players to figure out a way for the players to come back on stage again. If you are short on time, a tableau vivant is a good idea, if you have more time, you can do a (quick) supercluedo. Other ideas are of course welcome.

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## AFTER THE BREAK

- Be the first to return on stage.
- Warm up the audience briefly if you think it's necessary.
- Announce judges with booing.
- Let the players do their appearance on stage.
- Say which team is next to place a challenge.

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## AFTER THE LAST SCENE

- This scene is judged by the audience. Have the judges come forward to creatively ask the audience for points.
- Ask the judges to sit down again.
- Announce the final points.
- Now, there is often chaos, because the players start to congratulate each other. Make sure you keep their attention, for example by standing in front of them and speaking a little louder.
- Be the first to thank the judges -> judges leave stage.
- Thank pianist, light, players.
- If all goes well, a player will thank the presenter
- Players off stage, presenter off stage, end of match.

## PRESENTATION À LA HERBERT

Whatever the reason may be, many ProDeotes find it more pleasant to be a judge than a presenter. How come? Uncertainty? Inability to be positive for an hour and a half? Tsk, really? It's not that hard... And you usually get less shit afterwards than the judges do :-)

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## ATTITUDE

Like Marieke said it, presenters are positive! They are, in almost everything, the opposite of the judges. While judges only see the bad sides, presenters mainly see the good sides of a scene. If a bad scene is played, you as a presenter can still bring out something positive, no matter how trivial ("Sooooo recognizable, I have just such a strange dog myself..."). In this way you already provide a counterweight to the criticism of the judges.

Of course, the contrast between presenter and judge allows for heated discussions, but don't go there. Judges are always right, even if they aren't. Players, presentation, pianist and light have to listen to the judge, otherwise you undermine their position. Of course you can grumble at the judge and invite the audience to boo at them.

Detail: at the very end, I always try to get the audience to just this once applaud the judges... To emphasize that it's just a role.

To the players, you are subordinate. The presenter is supportive, the players are the stars. My characters often claim that they 'are horrible at theater sports themselves, and think it's all very clever'.

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## TEMPO

Presenters have an important role in setting the pace for a match. It may not be on purpose, but as a presenter you often set the pace of the match during your introduction. And that pace is often too slow, than too fast. So, don't make your introduction longer than necessary. Of course you can let your character do something nice in your introduction, but keep it smooth. Long songs, dances or poems are not a good idea in my opinion.

Being brisk doesn't always mean talking fast (although your character can be a fast talker). Above all, it means that you make sure that the different parts of the show blend in well, without the audience having to wait for you, for example, to write down the points. For example, sometimes there are so many roses, that you would end the flow if you would pick them all up. In that case, I collect as many roses as I can in the middle of the playing area, and when the judges have finished talking or it's time to execute a red card, I withdraw from stage. The rest of the roses will come later.

The judges are responsible for keeping the scenes running smoothly ("30 seconds left!"). Despite this, scenes can still be long-winded. Then, as a presenter you have to throw in an extra portion of energy, and hope that the players pick up your vibe in their next scene.

It can also happen (but less often) that the players are over-energetic, making the scenes very chaotic. Then, you have to create a resting point between the scenes. It is sometimes difficult to notice, but after a while you will automatically feel it, and during the break you can discuss this with the judges and the players.

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## CHARACTER

You often hear that a character 'is mandatory' for a presentation. However, that character can be very close to yourself, no need to go out of your way. Especially if it's your first time presenting, I recommend staying close to yourself. You already have enough to think about. I think, a good example is Sander Faas (former Prodeoot), who I once saw presenting as himself, in a kind of tuxedo, and it was a great success. Or, you put on a crazy T-shirt or blouse and get your hair messed up, and that's it. And, of course, you can always use the glitter coat in the storage room. Leave it at that, have a ball at presenting!

I however, soon wanted to do something more with my character, and of course there is plenty of room for that. Nowadays, when I have to present a competition, I start thinking about the presentation long in advance. I usually start by opening my wardrobe and rummaging through the stash of foreign objects. Often, there is something that gives me an idea. You can think of a crazy shirt or hat you made/bought for a theme party, or those typical trivial birthday gifts like sunglasses, a Brazilian flag, fake pistols, failed CD's, cowboy hats or teddy bears. But also everyday things, that you find in your room, such as a bathrobe, a mug or a hat. They can all provide an idea for a character. Keep in mind that your character needs to be enthusiastic and positive, so a police officer or funeral director is not that fitting.

Once I have an idea, the character has to be dressed up, literally and figuratively. Where does he or she come from? What do I associate with that? What clothes do I and Pro Deo have that go with it? Do I put on glasses, and a hat? What is your character's name (I always give characters a name, it makes talking about them easier)? I had a character named Yoshi, a Japanese who loves karate. I got the idea, because of a nice orange dragon shirt I had found somewhere. Yoshi had to have something interesting to beat around with, and luckily I still had two drumsticks from Kunstzonnig's percussion workshop. From a black bag, I made a karate headband. Stapled an orange circle of paper with a made-up Chinese character on it and it looked interesting. For pants, I didn't have anything special, so I went with black jeans. Yoshi, of course, walks barefoot. Yoshi is Japanese, so of course I had to somehow get black hair. You can do that with a wig, but I stopped by the Bertus Workel for a can of hairspray.

If you miss a particular prop, first think about whether you know a Prodeoot you know who has it. Also, remember that you can declare 15 euros for your presentation, so buying is an option! The Bertus Workel (in the center of Enschede) and the Fopshop (on the Enschede side of the center of Hengelo) are very useful places if you want to complete your character. They have a lot of costumes. The collection of hats, glasses, mustaches and fake nails is especially useful for presentations. For example, a bowler hat only costs about five euros. They have hairspray in all colors, even gold and silver. The Pro Deo glitter coat was purchased there as well, but costs much more than 15 euros. For clothing, the Bertus Workel and the Fopshop are often just a bit too expensive. For that, you can go to Tante Cor, a few shops next door to the Bertus Workel. Second-hand clothes are sold there for little money, so you can go for a cheesy suit or a flower dress, for example.

Once my character has an appearance, I start thinking about his traits. I make sure that a character always has one or two stop words, such as "Okidoki!" for Yoshi, "Very nice" for Englishman Charles, and "WhackaWhacka" for glitterman Rolf. If you use that in your sentences often enough, people will soon laugh every time you say it (Cabaret performers sometimes also use the trick. I've heard Theo Maassen shout "Kutzooi" twenty times, spread over one performance, and it was a success every time). You can also come up with an accent, or a certain way of talking, or some tic. With all this, you should always keep in mind that your role is enthusiastic, and that you should preferably be able to keep up with your create character throughout the match.

Last tip, especially for the dialect speakers: make sure you are clearly understood and articulate well!

*Thanks to Herbert Beltman*