

## Competition Events – At A Glance

# An Introduction to Humorous Interpretation (HI)



### Event Description

Using a play, short story, or other published work, students perform a selection of one or more portions of a piece up to ten minutes in length. Humorous Interpretation is designed to test a student's comedic skills through script analysis, delivery, timing, and character development. Competitors may portray one or multiple characters. No props or costumes may be used. Performances can also include an introduction written by the student to contextualize the performance and state the title and author.

### Considerations for Selecting HI Literature

When searching for literature, a student should look for more than one-liner jokes. Humor can be created through strategic choreography, creative characterization, and dynamic non-verbal reactions. Typical selection topics range from light-hearted material including interpretations of comics, children's literature, plays, short stories, and more. Considerations for selecting an HI topic should include the student's age, maturity, and school standards.


### Traits of Successful HI Performers

When considering what event you should choose, or which direction to point a student when selecting an event, here are some traits of successful HIers to keep in mind:

- Creative
- Physical control
- Bold/high energy
- Ability to think outside the box
- Dynamic physical and vocal techniques
- Risk taker

### Examples of Past HI Titles

- *Avenue Q* by Robert Lopez
- *Batboy* by Keythe Farley and Brian Flemming
- *Bobby Wilson Can Eat His Own Face* by Don Zolidis
- *Disney Mom Group Therapy* by Mo Gaffney
- *Drugs are Bad* by Jonathan Rand
- *Junie B. Jones is (Almost) a Flower Girl* by Barbara Parks
- *Law & Order - Fairy Tale Unit* by Jonathan Rand
- *Legally Blonde the Musical* by Laurence O'Keefe
- *Ruthless* by Joel Paley
- *The Hunger Pains: A Parody* by The Harvard Lampoon

**Learn More!** The National Speech & Debate Association is the leading provider of competitive and educational resources to aid students and coaches as they explore our competitive events. For Humorous Interpretation, we provide a number of helpful resources—including live and recorded webinars designed to introduce foundational and advanced concepts in Interp; access to HI final round videos; an interpretation textbook for Resource Package Subscribers; videos from champion coaches; and much more! Take advantage of the amazing benefits of being a member by using our resources to help advance yourself in competitive speech and debate activities. Visit [www.speechanddebate.org](http://www.speechanddebate.org) for more information. 

## Find Your Voice

*Robin Williams said, "You're only given a little spark of madness. You mustn't lose it." HI was my way of keeping and exercising my madness muscle, because we all need a little madness to keep the insanity away. HI, and speech in general, helped to cultivate a sense of fearlessness, not only in my performances, but also in my life."*

— Dan Johnson, Association Alum

## Humorous Interpretation

### Basic Understandings

Humorous Interpretation, as its name indicates, is humorous. Competitors often use multi-character selections to tell relatable stories using humor as a device to connect with the audience. Think about your favorite comedian's latest stand up routine, or something funny that recently happened. Ask yourself why it's funny. Then ask yourself if that joke would be funny to, say, your mom, or great-great Uncle Joe. Humor is a complex human quirk. Each individual's sense of humor is unique. However, other aspects of humor are more universal in nature. So, when choosing an HI, it is imperative to consider not only the humorous elements of the selection, but also to keep in mind how the story itself will appeal to the audience. Not everyone will laugh at the same joke, but if a character's plight is relatable, the audience will identify with him or her. Humor in a Humorous Interpretation should be tasteful and motivated.

### Research

Finding an HI that's right for you may seem a little daunting. Go to your local library, visit the biographies section of a bookstore, or visit Play Scripts, Dramatists, or Samuel French online. These are just a few of the places you may find material. There are a few things to keep in mind when questing for a script.

**Strengths and limitations.** HI often requires a performer to manipulate their voice, move quickly in and out of different characters, and have a strong sense of comedic timing. Think about your vocal register when looking at a cutting. Would you be required to play characters with voices in your upper register? What characters would be played using your lower register? How many ways can you manipulate your voice? How well can you manipulate your body and facial expression to create distinct, unique characters? If you have limited physical or vocal control, it might be beneficial to choose a selection with fewer characters. Think about your abilities outside of acting: can you sing, dance, stand on your head? Could those skills be utilized in your performance? Be aware of how you can showcase your unique skill set.

What makes you laugh? This is your piece, your performance, and your interpretation. Find writing you think is hilarious. If it makes you laugh, and you enjoy performing it, then your audience will enjoy it, too.

Is it honest? Is it relatable? Pick a piece with meaning. No, you don't need to be performing Tolstoy's "Family Happiness" (and honestly, that's probably a bad idea); however, you should choose literature that speaks to a universal truth. As performers, we not only look to entertain our audience, but to engage them in meaningful communication through performance.



### Structural Components

Structure of an Interp (taken from *Interpretation of Literature, Bringing Words to Life*).

**TEASER • 0:00 – 1:30**

*Previews the topic and mood of the selection*

**INTRO • 1:30 – 3:00**

*Explains the purpose of the performance*

**EXPOSITION • 3:00 – 3:30**

*Introduces characters and setting*

**INCITING INCIDENT • 3:30 – 4:00**

*Sends the conflict into motion*

**RISING ACTION • 4:00 – 7:30**

*Complicates the conflict*

**CLIMAX • 7:30 – 8:30**

*Emotional peak of the performance*

**FALLING ACTION • 8:30 – 9:30**

*Resolves the conflict*

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**Cutting.** As with any interp, it's important to cut for performance. Read the dialogue aloud, and remove excessive language that does not build toward the story you are trying to tell. Play with comedic elements, like three part jokes, or reviving jokes from earlier in the cutting. Think about how you will physically depict the story. The visual element of HI lends itself to great, creative jokes. Think about how you will use the imagined environment of your HI to tell a joke.

**Blocking.** The technical aspect of HI requires complete physical control. Transitioning, or "popping" between characters should be practiced. These transitions are fast paced, and require strong physical stamina. Consider how you can tell the story physically. Get in front of a mirror and break down the movements. Increase speed as you build muscle memory. Play with levels and focal points.

**Characters.** Each character should be uniquely distinct with vocal, physical, and emotional choices carefully thought out. Characters in HI tend to stretch the limits of reality. However, be careful to craft characters to which the audience can relate. One of the great challenges with HI is the ability to craft a performance with different levels. Remember that in all good comedy, there is the well-adjusted character who stands in stark contrast to the humorous characters. Find the balance in your selection. Think about the proximity characters would stand in relation to each other, and illustrate the difference by using various physical levels. Bend your knees slightly for a shorter character, or have a taller character look down when addressing someone shorter.

**Introduction.** An introduction explains the purpose of the performance. Typically, in HI, the introduction will start off with a joke relevant to the theme of the piece. The performer will then relate the joke back to the theme, and why the piece is relevant to the audience before returning to the performance.

### Organizing

You only have ten minutes in an HI to tell a story and make an audience laugh. Pick your moments accordingly. Decide what jokes you want to play up, and what parts of your story will contrast the humorous moments. As you

finalize your cutting, read it aloud to help make informed decisions about characterization and blocking.

Beat out your script. This means reading the script aloud and making notes as you go. As you read aloud, use symbols to indicate shorter pauses "/" or longer pauses "//." Consider the emotionality behind each line. Ask yourself what the motivation for the characters' actions are. Use this to influence blocking choices. Make sure your choices are not just funny for the sake of funny, but make sense contextually in your script. Make sure you are listening for the reactions of the characters to the lines that came before. If you are doing a multi-character performance, remember that this is a dialogue, and should be treated as such.



### Standing it Up/Practicing

Often, you'll find that if you've spent the appropriate amount of time reading, cutting, and analyzing a script, memorization will be an easier process. Here are some things to keep in mind, to help simplify the process:

First, our brains are a muscle. The more time you practice memorizing, or simply memorize things, the better you become. Often, performers, take more time in the beginning of a season to commit a script to memory than they do at the end of the competitive season. Memorizing is a process.

Next, memorization is physical. Sitting down staring at a script, re-reading the lines in your head will not be beneficial. Memorize the script with the intent to perform it. Type up a clean version with only your finalized text and blocking. Then, tape it to the wall and actively memorize. Read the lines aloud moving with them as

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indicated by your cutting. It is helpful to memorize a scene at a time, building off of the scene that came before. Remember that dialogue is motivated by the line that came before it. Everything is a response, or reaction. Conceptualize your script this way to decrease the time it takes to memorize your performance.

As you develop a physical sense of the piece, consider how you will express ideas without words. Much of communication is nonverbal; therefore, it makes sense that some of the funniest aspects of an HI are the non-verbal reactions of characters to the events happening in the performance.

Once memorized, you and your coach can then build off of the choices you've made for your characters. Adjustments to blocking, characterization, and line delivery can be made. Often, standing up in front of a coach will help determine whether or not your jokes are landing, or getting a reaction from the audience. Practicing in front of a mirror or videotaping your performance is also a great way to 'see' what the audience sees when you perform. Play with characters. HI is all about experimenting with what makes your audience laugh. Don't be afraid to act ridiculous to get a laugh. Try something new until you get the desired reaction, and then solidify the joke through practice.

### Performance Tips

It may sound cliché, but confidence is key! If you've put the legwork in, you should feel confident in the product you've created. Walk into that round with your head held high, ready to show the world what you've got! Trust what you and your coach created. Do what you practiced, and if you feel compelled to "try something new," review it with your coach beforehand. Consistency is also vital. It's hard to evaluate what to change in practice if your performance in the round is completely different than what you've been working on for the past few weeks.

Pay attention to other performers. Smile, and be a warm, inviting audience member. There is nothing worse than getting up to perform and having an audience that either stone faces you or won't look you in the eye. Each round is 60 minutes. Ten of those involve you performing, the other 50 are for you to listen and learn.

Keep a notebook for between rounds. Sometimes, another person's performance will inspire you, and it's a good idea to have a notebook handy to write down new ideas. When you review your ballots after the tournament, you can go back through your notebook and compare your ballots to your notes.

Between rounds, figure out what room you will be performing in next. Congratulate your competitors on a good performance after the round ends, and make friends during downtime. Be gracious, and keep criticisms of other performers to yourself, even if someone else tries to start a negative conversation.

### Resources



A great source is *Interpretation of Literature—Bringing Words to Life* by Travis Kiger and Ganer Newman. They cover cutting, characterization, blocking, and the structure of a story. Additionally, if this is your first time doing Humorous Interpretation, go watch a final round of HI! Observe the rounds not only as entertainment, but keep your eyes peeled for effective cutting, characterization, and blocking. Ask yourself, how can I apply similar techniques to my performance? How can I build off of what this performer is doing? The best way to learn HI, outside of actively doing it, is by watching and learning from other performers.

Once you join the Association and register on our website, you can access the textbook, final rounds, and more at [www.speechanddebate.org/resources](http://www.speechanddebate.org/resources). Use the filter function on the left hand side of the page to find resources specific to Interp and Humorous Interp. 