

Proposal to change time limits in Group Interpretation and Play Acting

Submitted by Elliott Fischer, Sun Prairie

Summary of Proposal

Change the time limits of Group Interpretation and Play Acting to 10 minutes.

Current Practice

Currently, Group Interpretation and Play Acting have 12 minute time limits.

Rationale For Change

-With a 12 minute time limit, tournament hosts are faced with a challenge. Either create similarly sized sections as other categories OR create smaller sections of these two events. This then causes other issues: either rounds run long because of the longer time limit or teams with group interp or play acting have an advantage because of the reduced chances of getting 5s in a round.

-Duo, another group event, has a time limit of 10 minutes.

-An increasing number of Group Interp and Play Acting entries only have 2 or 3 contestants. So if the concern was allowing enough time for each competitor to speak (hence the 12 minute limit), that concern seems to be going away.

-Changing the time limit to 10 minutes creates 9 categories (Demo, Duo, Farrago, Group Interp, OIL, Oratory, Play Acting, Solo Humorous, Solo Serious) with a 10 minute time limit, creating greater consistency in time limits.

Proposal Details

Change the WFCA Bylaws for Group Interpretation, Rule #5 and Play Acting Rule #6 to the following:

Maximum time limit: 10 minutes, with an allowable 15-second grace period. There is no minimum time requirement. Any entry exceeding the grace period may not be ranked first in the round. If all entries in a round exceed the grace period, no first rank shall be given in that round.