

# DUO INTERP

Two people perform a published play or story, focusing on the emotions the relationships and interactions between the characters rather than humor or drama.

## RULES

- 7-10 minutes long
- You can portray one or multiple characters.
- No props or costumes may be used.
- Must be memorized
- The performance must have been published
- You can't touch the ground with anything other than your feet
- Performances include an introduction to contextualize the performance and state the title and author
- You cannot touch your partner or make eye contact with them at any point

## WHAT TO PUT IN YOUR INTRODUCTION

- Observation - quote, statistic, fact, concept
- Explanation - how does your observation relate to your piece?
- Application - how does this affect you? Other people? The world?
- Relatability - how can your audience relate to your piece?
- Title & author of the piece

## PICKING A PIECE

- When looking for a piece, a duo must consider how it would work for both members of the team. Duo Interpretation strives for a balanced performance with both partners being integral to the development of the piece's characters, relationships, plot, and more.
- Duo Interpretation is the one interp event that allows for students to do humorous, dramatic, or pieces that combine both into the performance without any limits. Don't be afraid to push the boundaries, such as light-hearted pieces with underlying messages or more dramatic scenes that incorporate humor

## TIPS & TRICKS

- Duo is often a dialogue heavy, relationship focused performance or relies heavily on humour, so it's important for the characters to listen and react to each other. Notice how friends engage with each other when they talk. Facial reactions, gestures, and other nonverbal response are a huge part of communication. Make sure that each character is engaged in the performance, even when they aren't speaking. Having well thought out, motivated reactions can bring a Duo to the next level
- Make sure you're never fighting for the spotlight, duo shouldn't about one person's performance over the other. Try to pick a script that has equal parts to avoid this issue.

## TIME STRUCTURE

This doesn't need to be followed perfectly, but is more of a general guide. Every Duo should have a wide range of an emotion and still maintain one primary peak, whether humorous or dramatic.

### **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 the characters and setting

### **Inciting Incident** 3:30 - 4:00

Sends 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