



Audition Information Sheet

Company Auditions

Process:

After completing an audition form, each auditionee will be contacted to schedule an audition appointment for approximately 10-15 minutes in front of the ETC performing cast, who will serve as auditors. The auditionee may be asked questions about his/her experience, comic tastes, schedule availability, etc. Auditionees will then be invited to play one or more improv games/exercises with the current members of the ETC performing cast. If the auditionee has additional questions for the panel of auditors, those may be addressed immediately if time permits, or may be requested for email submission.

Callbacks will be issued by email and/or phone within one week. Callbacks will be handled in one or more regular ETC troupe rehearsals, which are currently scheduled each Sunday at noon. After the callbacks are completed, new players will be selected and notified by email. New players will be offered a short-term probationary contract during which they will attend regular rehearsals. Additional training time may be set aside for new players. Upon completion of probation, new players may be offered a full annual contract.

What we're looking for:

We're looking for people who have solid improv skills and a passion for collaboration and performing. Auditionees will be adjudged on characteristics such as versatility, adaptability, attitude, offering of new ideas, and charisma. Failing in a scene/game is not a crime – in fact, we'd rather see you try something and fail than play it safe. Giving up and playing it safe are usually bad signs. Some of the challenges are designed to see how players perform when faced with un-winnable situations – in improv, it's sometimes better to fail brilliantly than to succeed in a boring way. Oh – and don't play to us – just play! It's supposed to be fun – and we love to see auditionees having a good time.

What to know:

Please familiarize yourself with the following games before arriving for your audition. Our short schedule demands we spend more time watching you than explaining to you.

- **World's Worst:** Players briefly demonstrate the world's worst example of the given profession, thing, or person. (You can find plenty of examples of this game on YouTube.)
- **It's Tuesday...:** The Player is given a simple beginning to a sentence, and must proceed to deliver an impassioned 30 to 60 second monologue inspired by the suggestion. Emotion should be big and energetic – regardless of whether it's happy, sad, angry, etc.
- **Alphabet Game:** Players are given a suggestion for a scene, and each successive line of the scene must begin with the next successive letter of the alphabet.
- **Story, Story:** Players are in a line and must tell a single story together – each speaking only when indicated to do so by the mediator.