**FULLY FLING SPECIAL “FLING” EVENT DESCRIPTIONS**

The following seven events are special events that are not part of the 10 regular MMSSL events. Any tournament host may choose to offer all or some of these events at their option. These Fling events are designed to require minimal or no preparation, be different and fun while still offering students the opportunity to speak in a wide variety of unique ways. You may also review the Fling Event Ballots and Special Judge Instructions available on the MMSSL website under the EVENTS tab.

**Haiku in a Hurry:** In this solo event a student will receive 3 prompts through the chat, quickly select one and have five minutes in which to prepare and present a Haiku poem (3 Lines: 5 Syllables, 7 syllables, 5 syllables) inspired by the chosen “jump start.” Students may use a 3x5 index card to compose their poem and are required to read the "jumpstart" prompt as the poem's title when they deliver their Haiku. Judge will provide audible, verbal time signals while the student is composing their Haiku poem and visual signals once they begin to speak. **Please note:** In this category, it is vital to comment upon both the content and the delivery of the student’s Haiku poem. **Time limit: 5 minutes with a 30-second grace period including both the preparation and delivery, divided at the student's discretion. Judges must provide verbal and visual time signals.**

**Impromptu Children’s Literature:** In this solo event a student will be sent two short story titles in the chat to choose from. The student will quickly choose which title they will present; the judge will then copy and past the link to that story into the chat. The timer begins after the student confirms that they have received and opened the selected story. They then mute, prepare and practice making decisions on voices, pops, gestures and tone while a judge provides audible, verbal time signals. Note: Students are not judged during practice. Once the performer is ready, they will present the piece utilizing appropriate skills to bring the story to life, using no props or costumes. Students should strive to bring the material to life in a natural, realistic and believable way. Students are required to read the title and author of the work when they begin**.** Judges should switch to visual time signals once the student has begun to perform. **Time limit: 7 minutes with a 30-second grace period, including prep time, divided at the student's discretion. Judges must provide verbal and visual time signals.**

**Impromptu Sales:** In this solo event, the student, all students and the judge receive a link to an image of an object (which may be familiar but most likely unknown) and then the student will have 5 minutes to both prepare and present a short, coherent “sales pitch” inspired by the newly named picture. All other speakers in the round and the judge should open the link so they will see the object as well. Students may use one 3 X 5 card to prepare. Judges should provide audible, verbal time signals while the student is preparing and then switch to visual time signals once the sales pitch begins. The presentation should have a logical beginning, middle and end and should be designed to **“sell”** that item to the audience. The presentation may be humorous or serious in nature and knowledge of the true function of the item is unnecessary. It is an opportunity for a contestant to be creative and imaginative. Judges should evaluate both the quality of the writing and structure as well as the presentation. **Time limit: 5 minutes with a 30 second grace period for both preparation and delivery, which may be divided at the student’s discretion. Judges must provide verbal and visual time signals.**

**Original Literature:** A performance of an original piece of writing in any literary style: prose, children’s literature, free verse/poetry, dramatic performance or duo delivered from text, notes or from memory by one or two students. The rules of the event that the writing falls under will govern the delivery (Ex. eye and physical contact limitation rules apply if the presentation is a duo). The material may be humorous or serious in nature, and both the writing and the delivery will be evaluated. The authorship may be collaborative but must be only student written and totally original. The introduction need only provide the title(s) and (optional) set the scene.

**Time limit: 7 minutes with a 30-second grace period.**

**Judges should offer to provide visual time signals.**

**Team Improv**: This is a two-person event and each student must participate in the round, socially distanced on their own device. The team will be sent two characters and two locations through the chat. The team will mute and then consult and plan with each other on a second device/method to create a skit utilizing the four prompts. Judges will provide audible, verbal time signals while the team prepares and switch to visual time signals once the skit begins. This event challenges the team (each portraying one character) to create a dynamic skit utilizing appropriate vocal expression, gesture, and interaction between partners. As a unit, the two performers will vocally and physically respond to each other’s verbal and non-verbal cues so that the environment is created in the minds of the audience. Performers may not use notes, props or costumes. Both students should participate in the presentation and create a well-organized and balanced skit with a beginning, middle and end. It may be either humorous or serious in nature.

**Time limit: 7 minutes with a 30-second grace period, including prep time, divided at the**

**students' discretion. Judges must provide verbal and then visual time signals.**

**Tongue Twister Races:** In this solo event, students first check into the campus round room and are reminded of the speaker order. Take note of the order because the 2nd speaker will return in 5 minutes, the 3rd in 10 minutes, the 4th in 15 minutes…etc. Then all but the first speaker will log out of the room to wait in 5-minute intervals before logging back into the round. The first student will then be given the link to the short tongue twister through the chat. Once opened, the student will mute and have 30 seconds to practice it, un-judged, while timed by the judge (it is recommended that speakers practice this out loud like a warm up). The judges will inform the speaker when the 30-second practice time is complete; judges will then reset the timer and indicate they are ready. Once the student begins, the judge will restart the timer and the student will then deliver the tongue twister with clarity, diction, reading for meaning and with correct pronunciation as quickly as possible but trying to be without stumbles or errors. Students will be evaluated on all these skills, and being errorless will be more important than speed. Once the student has finished, they will stay in the round to be a respectful audience for the rest of the round.

**30 seconds for practice; performance has no time limit – self-limiting by length.**

**Judges indicate start and stop of practice time.**

**You’re the Expert**: In this solo event a student will be sent through the chat 3 “expert” titles/ professional expertise areas and quickly select one expert to portray. The judge will then scroll down to the expert interview questions below that match the prompt title chosen; start the timer; and read the interview questions, one at a time, pausing to allow the student to answer each in turn. The paper will have a total of 5 questions to ask the “expert” about their selected field. Knowledge of the expert’s field is not required and the responses may be humorous or serious in nature, however, students should strive for a natural, realistic and convincing portrayal.  Content and delivery should both be evaluated.

**Time Limit:** **7 minutes with a 30 second grace period or 5 questions,**

**whichever comes first.**