Trapped

Mime Performance!

* Clear Beginning! Show me how you get trapped, or realize your trapped.
* Clear Middle! Try things and fail, panic, get angry…
* Clear Ending! Needs to make sense. You escape on your own, get help from outside invisible actor, or you die.
* No visible props, everything must be mimed including pockets.
* You will have access to a real chair, the chair does not have to be a chair in your scene
* Can use music, but only if it enhances your story (doesn’t tell it)
* You cannot speak, you can make sound effects
* If you would like to you may give your mime a title and announce it at the beginning
* You need to be clear and expressive with all of your actions.