



The Freeport Players' Guild Playwriting Competition 2010

Official Rules

1. Plays must be the work of the author as indicated on the Official Entry Form.
2. All copyright procedures concerning excerpts, or quotations from other materials must be followed according to Bahamian copyright laws.
3. Authors must be currently enrolled in a private or public high school in Grand Bahama grades 10 -12.
4. Plays must be one act only with no more than eight characters.
5. Plays must be between 25-40 pages long.
6. Only one copy of the play must be submitted.
7. Manuscripts must not have the author's name or school on the title page or any other page in the manuscript. (*Manuscripts with author's name or school will be disregarded*)
8. All manuscripts must be accompanied by an Official Entry Form
9. No manuscripts with strong language, excessive violence or nudity will be accepted.
10. Manuscripts must be presented in Standard typed Playscript Format (*see below*) on 8½" x 11" white paper double spaced in Times New Roman or Courier font sized 12pt. A margin of no less than 1" must be maintained top and bottom. Pages must be numbered.
11. Manuscripts must be bound or stapled securely.
12. If selected, the author must be available for auditions, rehearsals and production dates.
13. If selected, the author will be assigned to a veteran director of the Freeport Players' Guild who will be responsible for the production of the play.
14. The Freeport Players' Guild assumes no responsibility for lost or damaged manuscripts.
15. Manuscripts must be mailed or hand delivered in an appropriately sized sealed manila envelope addressed to:

The Freeport Players' Guild Playwriting Competition 2010

P. O. Box F 40151

Freeport, Grand Bahama

16.DEADLINE for acceptance of manuscripts-June 30, 2010

Standard Typed Playscript Format

on page 1

Character name Description of character

on following pages

SCENE ONE

Time: *when the scene takes place*

Place: *where the scene takes place*

Character name: Words the character speaks (*stage direction for character*)