From the annals of the greatest comedy every conceived…

From the likes of comic geniuses such as Sophocles,
William Shakespeare, and Anton Chekov

From the most current cultural pioneers of American Comedy: Neil
Simon, Mel Brooks, and Lorne Michaels…

(none of these entities had anything to with this show)

Xtreme Improv

The comedy competition where comedy improv groups
compete in front of a live audience for the chance
to be coronated as kings and queens of comedy.

Every week four comedy teams of four players a piece square off to
determine who will own the comedy crown. They will joust, jostle, and jab
at each other. They will claw, clamor, and clash with each other.

They will maim!
They will murder!
They will be mired in a malevolent massacre!!!

They will engage in the ultimate death match until one human emerges from
the pile of carcasses and achieves his (or her) destiny by earning the right to

rule *the entire* **human** ***race!!!***

Ok, now wait… that actually might be an entirely different show. Although people have
been known to die from comedy improv, we do not condone violence (at least not for this show).

About the Show

As was mentioned before, each week Xtreme Improv will have four comedy troupes engaged in competition. The format will be predetermined for each episode and will remain consistent for all improv teams. Our hosts would then have random members of the audience call out ideas in the context of the specified format and each improv group would be instructed to execute the ideas through the specified format.
Examples of specific formats would be:

Basic Banter: Our hosts would ask the audience to come up with a place, an activity, and a word to be used in banter. The contestants would enact the improv.

Dubbed Dialogue: Contestants would enact an original scene from a movie. Two performers silently and physically act out the **"**dubbed" dialogue of the other two stationary performers. Our hosts would ask the audience to come up with the movie genre, character relationships, time, and setting.

Tag Team: Contestants would start out with two performers and engage in an outrageous situation at the suggestion of the audience. The other two performers would have the opportunity to yell "Freeze!" and immobilize the acting performers. The "frozen" performer would be tagged out of the scene, the "freezer" performer would duplicate the pose of the performer he just tagged out, and the scene would continue from that point.

The Audience X *-factor*

Selected members of the audience will have the opportunity to be involved in the execution of each sketch by carrying out a specified task. Each task will be explicitly straightforward and thoroughly conceived in advance.

After each improv sketch, audience members are asked to critique, compliment, or scour with scorn... Their opinion is paramount!!! We don't ask them to hold back…

We ask them to let 'em have it!!!!

At the end of each episode, the audience votes and a winner is crowned. Weekly winners would come back and compete in a monthly tournament. Monthly winners would compete in a national tournament. National winners could compete in an international tournament. International winners could compete in galactic tournaments with extra terrestrial competitors, **and then we could have a Pay Per View Grand Finale of tournaments with an all-alien competition in full frontal nudity!!!**

But seriously, all aliens aside, we should honestly consider keeping this competition among humans because who knows what kind of advantage an alien may have? That, and people might be afraid of naked aliens.

Target Audience and Demographic

Xtreme Improv is thematically similar to existing shows *Who's Line is it Anyway?* and *Last Comic Standing*. Both shows have a very broad universal appeal and stay entertaining because the material is constantly fresh.

> *Who's Line is it Anyway?* was a very strong show for ABC, consistently averaging between a 6.0 to 10.0 share and is currently enjoying a successful run on Disney Family.*
>
> Remarkably similar, NBC's <u>*Last Comic Standing*</u> is pulling down a steady 8.0 share in its allotted time slots.*
>
> *Estimates according to Nielsen Media Research

What significantly separates Xtreme Improv is that the audience members are active participants in the show, from conceiving the ideas, to judging the improv teams, to fueling the immediacy of the show through the performers with their laughter and enthusiasm. The most significant dynamic of our show that differentiates us from other similar improv comedy shows is that uses all the basic performance rules of improv, but we are taking it beyond that to *extreme* by adding more direct audience participation and *whatever else the hell we think of before we tape it!!!*

The energy is electric. The fun is fundamental. The funk is fine, but make no mistake - you can't get a groove without jammin' the Jell-O on top of a `psychedelic sundae!`

And if you understood what that means… dammit, we're impressed.
(Because we didn't.)

About the Creators

Jason Schwartz

Jason Schwartz was born and raised in "Hotlanta," Georgia. Growing up, Jason excelled at both visual and performing arts, and it was only logical that he attend film school and follow his childhood dream of becoming a director. That school turned out to be Emerson College in Boston, where Jason was admitted through an honors scholarship. At Emerson, Jason was actively involved in both film and television projects, as well as *The Hyena*, a comedic magazine ala *The Harvard Lampoon*. Jason adapted his senior thesis project into *Trouble in the Garden of Eden*, an award-winning short of sex, drugs, rock n' roll, and gratuitous hilarity. Jason has been an Angeleno now for eight years, continuing his dream. He has worked on productions, such as *Training Day* and *Catch Me If You Can*, while working on his own independent projects on the side. Along with Brian, Jason developed the comedy game show SPOTCHA!, a highly regarded television show concept that was pitched to MTV, FX, Comedy Central, and GSN. They were both commissioned to develop Knock the Jock, a property for Fox Sports Net with Arsenio Hall attached as host. Most recently, Jason writing and producing for Echo Entertainment. *On the weekends, Jason likes to dress up in women's clothing and sing karaoke in sushi bars.*

Brian Hennessy

Brian Hennessy hails from Boston, MA. He attended college at Salem State where he received degrees in Theatre Arts and Education. For several years, Brian had been an actor, writer, and director in several television and theatre productions in the Greater Boston area. His most notable project being the serial drama *Dirty Laundry* in which he played Tim Timpson, a con artist turned mayor of the fictional town Cedar Falls. *Dirty Laundry* ran for 25 episodes on several cable outlets in the Boston area. Brian then moved to Los Angeles just over three years ago to complete a Master's Degree from Emerson College in Theatre Education with a focus on Film and Screenwriting. While in Los Angeles, he has acted in several short films and managed to produce two other shorts titled *Hollywood J.C.* and *Porcelove*, the latter receiving recognition is the 2003 DancesWithFilms film festival. Through his short but varied film background, he has been in the employ of several talent and literary agencies serving as an intern, assistant, and script reader. His experiences with these agencies led him to create the short lived screenwriting website www.scriptrep.com where he conducted screenwriting contests, receiving feature length submissions from all over the world. Along with Jason, Brian developed the comedy game show SPOTCHA!, a highly regarded television show concept that was pitched to MTV, FX, Comedy Central, and GSN. They were both commissioned to develop Knock the Jock, a property for Fox Sports Net with Arsenio Hall attached as host. Most recently, Brian was field producing at Echo Entertainment. *In his spare time Brian likes to collect empty cigarette cellophane wrappers, laundry lint, and assemble original collages of the Korean War.*

More About the Creators

Seth Cohen

Seth relocated to Los Angeles in 2006 and has been a busy man ever since. He was a senior member of the team that brought "Bullrun" to Spike, as well as the key Producer on "Setup" – an "American Idol" styled show on Speed (Fox Sports) which centered on the search for the next great race car driver. Before working in Reality, Seth independently produced a national thirty-second spot for Doritos, as well as numerous music videos, independently and for Fallout Films. Previously, Seth lived and worked in the NYC production world. During that time he held a staff position at historic Kaufman Astoria Studios, working on projects ranging from the first Strokes music video, with director Roman Coppola, to "Crossing Over with John Edward," the BBC's "Top of the Pops" and Paramount Pictures/DreamWorks SKG feature film "The Stepford Wives." During this time Seth also worked in production on feature films ("Speak," "Petty Crimes"), produced commercials (including one for Asian Telecommunications powerhouse NTT DoCoMo, with DCA Advertising/Densu Corp.), and events (including ones for Canon USA and Aventis). Seth has produced a variety of short films, (including "Semmelweis," "Red Letters," and "The Balloonist,") that have gained festival attention. Many of these films received Production Grants, such as The Fuji Film Production Grant and The Warner Brothers Picture Production Award. He also produced the "Big Brother"–like Russian Reality show, "Golod." Many of these projects were completed under the GoPicture Productions banner, the company Seth owned and operated. *Seth enjoys skiing, skee-ball, and skeet shooting, while aspiring to have his face on a million dollar bill.*

Laura Park

Laura has performed with loads of theatres across the midwest. She wrote and performed for the Brave New Workshop (Minnesota Groundlings) Main Stage Company, as well as their International Touring Company. She's studied with the Guthrie Theater and The Groundlings as well as completing a degree in theater at the University of Minnesota. She's studied and performed mainstage at the Los Angeles Improv Olympic. Laura performs stand-up comedy at the Hollywood Improv, the Irvine Improv, and many other clubs across California. She recently completed acting in "The Remembering Movies" (Boston Film Festival, Meisner Festival L.A.) and has performed her one woman show PARK-N-RIDE across the country. "Park-N-Ride is a laugh-out-loud delight! - Minneapolis City Pages, "Laura Park has a sweet sense of humor matched with a talent for precise and evocative movement." - *San Francisco Weekly*, "Enjoy the goofy comic energy of Laura Park." *Minneapolis Star Tribune*. *Laura's career ambition is to breed fruit flies and cultivate a natural habitat for them survive.*
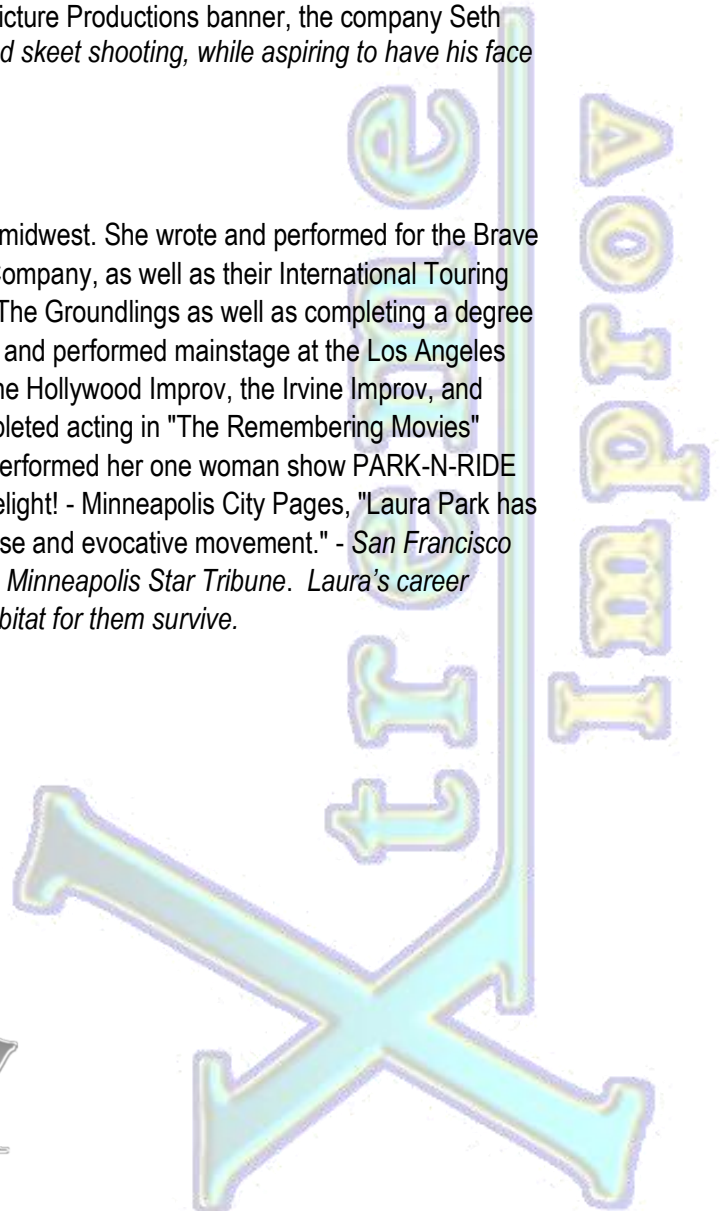
Market Appeal and Talent Base

The talent base for Xtreme Improv is derived from the multitude of Improv Comedy groups that thrive across the country. The major concentration for talent of course is to be found in the epicenters of where actors migrate: New York and Los Angeles. Chicago has also served to be a hotbed for comedians with the world famous improv groups "Second City" and "The Chicago Comedy Company". Improv comedy has been and continues to be an entertainment medium that is consistently maintaining roaring growth and exposure. These improv comedy companies from all over the country have established improv schools for aspiring student comedians who manage to generate huge audiences and sold out shows.

Among these major cities are just a few of the preeminent improv companies and their websites:

Baltimore
Baltimore Improv Group - www.bigimprov.org
Erasable Inc. - www.erasableinc.org

Boston
Improv Asylum – www.improvasylum.com
Improv Boston – www.improvboston.com

Chicago
Chicago Comedy Company - www.chicagocomedyco.com
The Second City Chicago - www.secondcity.com
Improv Olympic - www.improvolympic.com

Columbus/Cincinatti
Out of Our Heads - www.outofourheads.com
Bingo's Comedy Troupe - www.BingosComedy.com

Dallas
Ad-libs - www.ad-libs.com
Section 8 - www.section8comedy.com
West End Comedy Theater - www.westendcomedy.com

Detroit
Motor City Improv – www.motorcityimprov.com
Project 2 - www.project2improv.com
Totally Unrehearsed Theatre - www.totallyunrehearsed.com

Los Angeles
The Groundlings – www.groundlings.com
Los Angeles Theatresports - www.theatresports.com
Empty Stage Comedy Theater – http://www.emptystage.com
Improv Olympic – www.iowest.com

Miami
Impromedy - www.impromedymiami.com
Laughing Gas Comedy Improv Theatre Company - http://members.aol.com/lafimprov
Just The Funny - http://www.justthefunny.com

New York
National Comedy Theatre New York - http://www.newyorknct.com
Codependent Theater Co. - www.codeptheater.com
IMPROVOLUTION! - www.improvolution.org
Upright Citizens Brigade - www.uprightcitizens.org

Philadelphia
The Ninjas - www.ninjaimprov.com
Rare Bird Show - www.rarebirdshow.com

Washington, D.C.
Washington Improv Theater – www.dcwit.com
DCUP (District of Columbia Unscripted Players) – http://redamedia.com/dcup

Shot Sheet and Format Structure

The format for Xtreme Improv is timed for 25:40:00 – a number that will be adjusted to 22 minutes in post production. For the purpose of shooting the pilot, the actual shooting schedule may be increased to 45 minutes to allow for a broader scope of footage. If the shooting schedule is increased, however, the budget would not be affected by those changes.
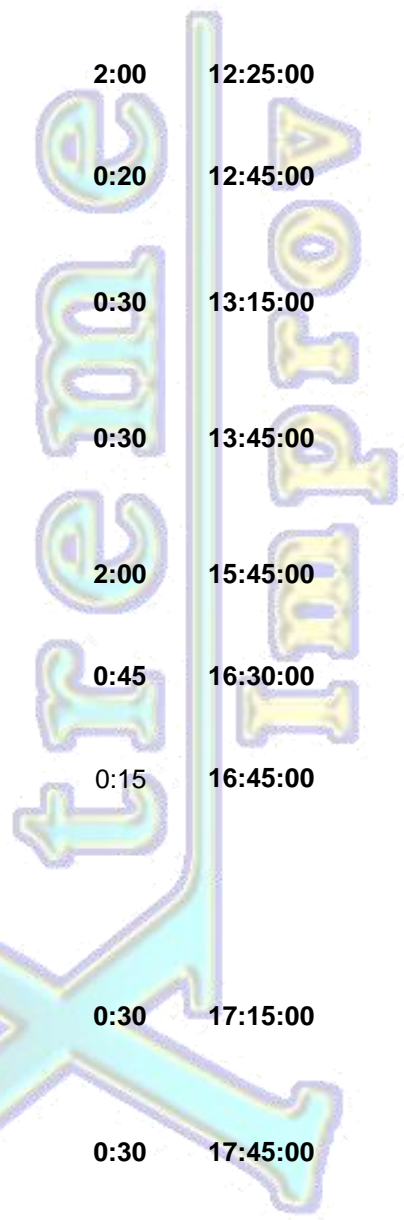
SEGMENT	SEGMENT TITLE	S.T.	T.R.T
1A	**OPENING INTRODUCTION** VO Introduces show, performing improv groups, and Hosts.	0:45	0:45:00
1B	**OPENING STANDUP** Host A & B enter, describe show and format. Throw to audience Host C.	0:30	1:15:00
1C	**INTRO AUDIENCE X-FACTOR** Host C introduces the audience to the X-Factor, how it works, then picks first audience participant, **and takes them off stage.**	0:30	1:45:00
1D	**INTRODUCTION TO GAME #1- TEAM #1** Curtain up, team 1 revealed. Host B calls for audience suggestions, gives cues to the team, reminds them of their 2 minute time limit and X-Factor.	0:30	2:15:00
1E	**GAME #1 - TEAM #1** Team 1 will execute their game. X-Factor participant will execute their deed during the 2 minutes.	2:00	4:15:00
1G	**BUZZER / TIME UP** Buzzer sounds, Host B enters and gives props to Team #1/audience applause. Throw to Host C in audience.	0:20	4:35:00
1H	**INTRO X-FACTOR PARTICIPANT** Host C finds the next X-Factor participant from the audience, **and immediately sends them offstage for prep.**	0:30	5:05:00
1I	**INTRODUCTION TO GAME #1- TEAM #2** Curtain up, team 2 revealed. Host B calls for audience suggestions, gives cues to the team, reminds them of their 2 minute time limit and X-Factor.	0:30	5:35:00
1J	**GAME #1 - TEAM #2** Team 2 will execute their game. X-Factor participant will execute their deed during the 2 minutes.	2:00	7:35:00
1K	**BUZZER / TIME UP** Buzzer sounds, Host A & B enters and gives props to Team #2/audience applause.	0:20	7:55:00
1L	**AUDIENCE REACTIONS** Throw to Host C in audience for audience reax. Host B also to audience for reax.	0:45	8:40:00
1M	**THROW TO BREAK**	0:15	8:55:00

With both teams on stage, Host A explains to the audience it is time to vote on the winning team and how. The results when we come back.

CB1	**COMMERCIAL BREAK 1**		

2A	**WELCOME BACK & VOTE RESULTS**	**0:30**	**9:25:00**
	Quick sweeping shot brings us back to Host A & B. They reveal the results and announce the wining team. Curtain down. Throw to Host C in audience.		
2B	**INTRO AUDIENCE X-FACTOR**	**0:30**	**9:55:00**
	Host C introduces the audience to the X-Factor, how it works, then picks first audience participant, **and takes them off stage.**		
2C	**INTRODUCTION TO GAME #2- TEAM #3**	**0:30**	**10:25:00**
	Curtain up, team 3 revealed. Host B calls for audience suggestions, gives cues to the team, reminds them of their 2 minute time limit and X-Factor.		
2D	**GAME #2 - TEAM #3**	**2:00**	**12:25:00**
	Team 3 will execute their game. X-Factor participant will execute their deed during the 2 minutes.		
2E	**BUZZER / TIME UP**	**0:20**	**12:45:00**
	Buzzer sounds, Host B enters and gives props to Team #3/audience applause. Throw to Host C in audience.		
2F	**INTRO X-FACTOR PARTICIPANT**	**0:30**	**13:15:00**
	Host C finds the next X-Factor participant from the audience, **and immediately sends them offstage for prep.**		
2G	**INTRODUCTION TO GAME #2- TEAM #4**	**0:30**	**13:45:00**
	Curtain up, team 4 revealed. Host B calls for audience suggestions, gives cues to the team, reminds them of their 2 minute time limit and X-Factor.		
2H	**GAME #2 - TEAM #4**	**2:00**	**15:45:00**
	Team 4 will execute their game. X-Factor participant will execute their deed during the 2 minutes.		
2I	**AUDIENCE REACTIONS**	**0:45**	**16:30:00**
	Throw to Host C in audience for audience reax. Host B also to audience for reax.		
2J	**THROW TO BREAK**	0:15	**16:45:00**
	With both teams on stage, Host A explains to the audience it is time to vote, and we'll reveal results when we come back.		

CB2	**COMMERCIAL BREAK 2**		

3A	**WELCOME BACK & VOTE RESULTS**	**0:30**	**17:15:00**
	Quick sweeping shot brings us back to Host A & B. They reveal the results and announce the wining team. Curtain down. Throw to Host C in audience.		
3B	**INTRO AUDIENCE X-FACTOR**	**0:30**	**17:45:00**

	Host C introduces the audience to the X-Factor, how it works, then picks first audience participant, **and takes them off stage.**		
3C	**GAME #3 - INTRO FIRST WINNING TEAM**	**0:30**	**18:15:00**
	Curtain up, reveal first winning team. Host A explains the game, calls for audience suggestions, gives cues to the team, reminds them of their 2 minute time limit and X-Factor.		
3D	**GAME #3 - FIRST WINNING TEAM**	**2:00**	**20:15:00**
	First winning team will execute their game. X-Factor participant will execute their deed during the 2 minutes.		
3D	**BUZZER / TIME UP**	**0:20**	**20:35:00**
	Buzzer sounds, Host B enters and gives props to team/audience applause. Throw to Host C in audience.		
3E	**INTRO X-FACTOR PARTICIPANT**	**0:30**	**21:05:00**
	Host C finds the next X-Factor participant from the audience, **and immediately sends them offstage for prep.**		
3F	**GAME #3 - INTRO SECOND WINNING TEAM**	**0:30**	**21:35:00**
	Curtain up, second winning team revealed. Host B calls for audience suggestions, gives cues to the team, reminds them of their 2 minute time limit and X-Factor.		
3D	**GAME #4 - SECOND WINNING TEAM**	**2:00**	**23:35:00**
	Second winning team will execute their game. X-Factor participant will execute their deed during the 2 minutes.		
3G	**BUZZER / TIME UP**	0:20	**23:55:00**
	Buzzer sounds, Host A & B enters and gives props to Team/audience applause.		
3H	**THROW TO BREAK**	0:15	**24:10:00**
	With both teams on stage, Host A explains to the audience it is time to vote, and we'll reveal results when we come back.		
CB3	**COMMERCIAL BREAK 3**		
3A	**WELCOME BACK & VOTE RESULTS**	**1:00**	**25:10:00**
	Quick sweeping shot brings us back to Host A & B. They reveal the results and announce the wining team. Curtain down. Throw to Host C in audience.		
3B	**SHOW CLOSE**	**0:30**	**25:40:00**
	Hosts thank audience and improv groups. Show close.		