

The 12 Guideposts

From the book Audition by Michael Shurtleff

1. Relationships
 - a. What is my relationship to other characters in the scene?
 - b. Where is the love?
 - c. Love comes in many forms.
 - d. "The desire for love, to give it or receive it, and preferably both simultaneously, is the chief propellant in human beings."
2. Conflict
 - a. What are you fighting for?
 - b. What tactics can you use to reach your goals?
 - c. Never settle for anything less than your biggest dream!!!
3. The Moment Before
 - a. Every selection starts in the middle. You must provide what comes before.
 - b. Use your imagination and fill in the blanks. The more interesting your Moment Before, the more interesting your performance from the very beginning.
4. Humor
 - a. Humor is not just for comedic selections.
 - b. In life, we seek humor even in the most serious situations. It helps us cope.
 - c. Look for the Humor. If it's not there, put it there!
5. Opposites
 - a. "Whatever you decide is your motivation in the scene, the opposite of that is also true and should be in it."
 - b. In all humans opposites exist. In all of us there is love & hate, creativity & self-destructive tendencies, etc.
 - c. Play the opposites & you will keep your audience intrigued.
6. Discoveries
 - a. Every scene should contain discoveries, things that happen for the first time.
 - b. Make discoveries about: yourself, other characters, the situation, etc.
7. Communication & Competition
 - a. Understand the Communication Process: The Sender sends a Message to the Receiver. The Receiver sends Feedback to the Sender. Anything that disrupts this process is Noise.
 - b. The goal of Communication is Duplication.
 - c. "I am right and you are wrong. You should change from being the way you are to be what I think you should be."
 - d. Compete for EVERYTHING! Life is competition!
8. Importance
 - a. Find the most important thing to your character in every scene.
 - b. Example: Catching a bus.

9. Find the Events

- a. Mark your script for Events.
- b. Events can be any of the following: a change, a confrontation, the result of a confrontation, a turning point, an exchange of power.
- c. Events can be obvious or obscure. Look deeper to find as many events as possible.

10. Place

- a. Use your imagination and SEE a real place with which you are familiar.
- b. How do you feel about this place? You can feel different about the same place after Events have taken place.
- c. Where you are changes the tone of the selection entirely.

11. Game Playing & Role Playing

- a. What is the game I am playing in this situation?
- b. What role do I assume in order to best play this game?
- c. This doesn't mean you are being insincere. We use role playing in our everyday lives: with parents, teachers, friends, etc.

12. Mystery & Secret

- a. Don't play an Event before it happens.
- b. We can never completely know others. We never completely know ourselves.
- c. Johari's Window