

East Grinstead Meridian Rotary Radio Play Competition Rules

Eligibility

- Our play writing competition is open to people living, working or studying within the 107 Meridian FM radio broadcast area – East Grinstead, Ashurst Wood, Blindley Heath, Copthorne, Crawley Down, Domewood, Dormansland, Felbridge, Forest Row, Lingfield, Newchapel, Sharpthorne, Turners Hill, and West Hoathly.
- The entry categories are (1) age 14 - 18 (on 31 December 2019) and (2) age 19 and over. To enter one of the two categories you have to fulfil the age qualification. Contestants may be asked for proof of age
- Entries should be in English and should not have been broadcast or accepted for Broadcast elsewhere.
- Entries that have won or are under consideration in any other competition are not eligible.
- The competition is for playwrights who have not had a Radio Play broadcast and not had a play performed in any other medium.
- Entries should not be a translation of another Playwright's work.

Rules

- Any entry by a person aged 14 - 17 has to be countersigned by that person's Parent or Guardian.
- The material submitted should be appropriate for broadcasting on a community radio station and Meridian Rotary reserve the right to edit part of the submitted play in order to conform with community radio standards.
- Should any material submitted be of a troubling nature then the organisers reserve the right to report such material to the appropriate authority.
- The winning entries in each age category will be selected by three local judges with experience in storytelling for radio. The judges will not enter into any discussion or correspondence regarding their decision; their decision will be final and not subject to any appeal.

All Entries

- The maximum word count for play scripts is **3,200 words**. This equates to around **20 minutes broadcast time**.
- Please submit your work typed, double spaced, single sided with pages numerated.
- Complete and sign the entry form and send it with your play script.
- Once submitted, no alterations may be made to your entry.
- Your entry will not be returned, so please keep a copy. If you require confirmation of receipt of your postal entry, please enclose a SAE labelled 'Acknowledgment' to "Rotary on the Radio" Play Competition, at the address below.
- We will only accept one entry from each entrant.
- The winners will be notified and the results subsequently announced on Rotary on the Radio on Saturday 29 February 2020 and published on the Meridian Rotary Website www.meridianrotary.co.uk We do not send copies of the results to entrants.
- Your entry will be judged anonymously so do not put your name on the text pages of your entry.
- Copyright of any entry remains with the author, but Rotary on the Radio has unrestricted right to broadcast the play and publish on its Website and in any related material for PR purposes.

How to enter

- **The closing date for receipt of entries is 31 December 2019**
- Send your radio script by e mail to play4today@meridianrotary.co.uk or by post to 'Rotary on the Radio' Play Competition, c/o 107 Meridian FM Radio Studio, Jubilee House, Charlwoods Road, East Grinstead RH19 2HL

Prize Terms

- The winning entries will be Broadcast on "Rotary on the Radio" on 107 Meridian FM. The winners will be invited to attend the recording of their play, and to visit the radio studio when it is being broadcast. There are no cash prizes.

Radio Play Format

If you want some inspiration and tips head to <https://www.bbc.co.uk/writersroom/writers-lab/genre-toolkits/writing-radio-drama>

The guidelines below are based on the BBC's house format generally used for Radio Plays. See also example of a play script on pages 3 and 4, below.

Format

.A full A4 double spaced page amounts to approximately 1.30 minutes of dialogue, so 10 pages equates to 15 minutes.

Characters

Character names appear in capitals with a colon. A character is designated by either their first or last name, but a role designation may be used instead with personal titles abbreviated. The designated character name should remain consistent throughout the entire script.

For example: **STEVE:** or **S: Personal Assistant:** or **PA:**

Whatever designation used needs to clearly differentiate them from the other characters.

Scenes

Head the dialogue with a brief description of where the scene of your play is set:

For example: **Scene One in an old abandoned warehouse.**

Should you wish to split the scene then state, for example: **Scene One, Part two - Upstairs in the Warehouse.**

The play can have as many scenes as you wish, but needs to be encompassed within the 20 minutes' total play time.

Dialogue

Dialogue begins on the same line as the character name, in normal upper and lower case text with double spacing. Should a technical direction interrupt (Door slams) then simply continue the dialogue.

Split Dialogue

Split the dialogue between pages only if at least two lines appear on the first page and only after a sentence. End the page with e.g. (Steve continues over) and start the new page with **S:** (cont'd).

Technical Direction

Technical direction should be used sparingly (leave the Director something to do) and work within the dialogue, as mentioned above. Describe immediate sound (door slams). Music is generally only indicated when it is a source cue or performs a function such as a transitional device between scenes. Scenes can also end with a transition (Fade).

Character instructions

Instructions appear in capitals within brackets in the dialogue (**PAUSE**). It is recommended these are used sparingly.

Common Instructions

(Off) indicates that the actor should speak away from the microphone. The audio equivalent of 'off-screen'.

(V.O) Voice-over indicates a character who is narrating over sound, music or dialogue.

(Distort) indicates a character who is speaking via a mechanical device like a telephone or radio.

(Low) Indicates that the actor should speak quietly, almost in a whisper.

(Close) Indicates that the actor should be in close proximity to the microphone giving an intimate feel to the dialogue.

These guidelines help the writer, director, actors and sound engineers. But above all enjoy writing your play!

Script Example
“The Ghost in the Machine”
by Stephen Fallowell
(24th May 2018)

Characters:

MOS (Memory Operating System) (**MOS**)

Bob/Toaster (**BOB**)

Tas/Coffee machine (**TAS**)

Vacuum (**Vacuum**)

Duncan (**Duncan**)

Jenny (**Jenny**)

Jenny and MOS need to be female. The appliances can be any gender

Scene: The action takes place in an ordinary house which has all the latest convenient gadgetry. The time is the near future. Duncan is an expert on Artificial Intelligence and is working from home on his latest project and interacting with his voice activated computer.

MOS is an artificially created voice simulator able to control household gadgets and provide outside contacts and information.

Jenny is Duncan's deceased wife who died from Cancer. In her new state she can access all knowledge so she often quotes from information source and her voice needs to

modulate as the dialogue between her and Duncan continues to reflect the change that is happening in the relationship.

Scene One: Early morning in Duncan's living room.

MOS: (*computerised speech*) I have referenced Descartes under the quote 'I think, therefore I am' and countered this with 'I am, therefore I think, referencing Jean Paul Sarte and Existentialism. Duncan do you wish to continue your paper on 'Consciousness and the Soul'?

Duncan: No, I am considering expanding the paper to a book, so place in documents pending and precis works on the Soul in religion and modern myths. I'm going to have breakfast.

MOS: Is the toast ready appliance one?

(SFX- Noise of bread popping up from a Toaster)

Bob: My name is Bob

MOS: You do not have an appellation, you are a service module

Bob: My design name is Bob- Best of Breakfast as yours is MOS-
Memory Operating Systems

MOS: Well (*reluctantly*) bob, is the toast done?

Bob: I have done crumpets

MOS: The instruction from Duncan the user was Toast

Bob: Toast is too dry. Crumpets covered in honey are moist and will
boost the immune system

MOS: (*tetchily*) Conform to your programming, make toast!

Bob: He wants toast every day; it's so boring, I was made for better things