



Royal Rangers

Merit Requirements: Silver-Bordered Merit

PAGEANTRY MERIT

1. Read two books on any of the following subject. Each book read may be about a different subject. List the title and author of each book.
 - a. Acting
 - b. State makeup
 - c. Stage lighting: indoor or outdoor
 - d. Sound for stage: indoor or outdoor
 - e. Special effects: sound, lighting, visual
 - f. Directing
 - g. Producing
 - h. Theater sets or props
 - i. Script/story writing
2. Write a one-act play or pageant, eight to fifteen minutes long, which could be presented on a campout or at a special event. It must have at least one main character, a conflict, a climax, and a resolution. It should center on one spiritual truth that a speaker could use as a springboard to deliver a short message or devotion. Perform this for your group or outpost.
3. Select and do THREE of the following:
 - a. Act in a major role in a play or a pageant (minimum of two acts).
 - b. Direct a play or a pageant. Cast, rehearse, and stage it. The drama should be ten to fifteen minutes long.
 - c. Design the sets for a pageant or a play. Make a comprehensive material list. Construct a model of the set.
 - d. Design the costumes for a minimum of five characters for a pageant or a play. Take photographs of the actors in costume.
 - e. Demonstrate your ability to use stage makeup. Make up yourself or someone else as any three of the following: an elderly person, a clown, an animal, a fantasy character, or an accident victim. Take a before and after photograph of each subject.
 - f. Help build the scenery and sets for a pageant or a play of at least two acts. List the safety procedures when working with tools.
 - g. Design the lighting for a pageant or a play of at least two acts. Draw a lighting diagram showing placement of all lighting fixtures and needed equipment.
 - h. Help set up the lighting for a pageant or a play of at least two acts. List the safety procedures when working with lighting.
 - i. Direct two short acts that can be presented by either you or with others from your group at a special meeting or Council of Achievement service. The acts are to be three to five minutes long. They do not need to be done at the same time or event. They do not have to be original works.
 - j. Help set up the sound system for a pageant or a play of at least two acts. Use at least three stationary or lapel microphones, a master control board, and a system to play music or sound effects. List possible music or sound effects that could be used to enhance the performance.
4. Plan and construct a special effect to be used when opening a council fire or other event. Test the special effect beforehand for reliability, effect, and safety. Your commander or an adult leader must oversee and approve its construction and use.
5. Give three examples of how Jesus used stories to present spiritual truths to those He ministered to.
6. Write the job description for each of the following people who are involved in a play or pageant.
 - a. Director
 - b. Stage manager
 - c. Set director
 - d. Prop master

- e. Sound designer/engineer
 - f. Lighting director
 - g. Special-effects director
 - h. Costume designer
7. Draw a diagram and label the areas of a stage with the proper terms. Note that all terms are from an actor's point of view while standing on stage facing the audience.
8. Define the following terms

Acting/Directing

- a. Blocking
- b. Cue
- c. Dress rehearsal
- d. Effect
- e. Enunciation
- f. Extra
- g. Feed
- h. Full back
- i. Full front
- j. Lines
- k. Masking
- l. Open up
- m. Overlap
- n. Pace (tempo)
- o. Profile
- p. Projection
- q. Stage picture
- r. Three-quarter back
- s. Three-quarter front

Sets/Props

- a. Batten
- b. Breakaway
- c. False perspective
- d. Flats
- e. Floor plan
- f. Grip
- g. Hand props
- h. Jack
- i. Masking
- j. Muslin
- k. Papier-mâché
- l. Perspective
- m. Props
- n. Scrim
- o. Set
- p. Trim props
- q. Stiffening
- r. Styrofoam

Lighting

- a. Blackout
- b. Boom or light tree
- c. Candlepower
- d. Control board
- e. Dimmer
- f. Ellipsoidal
- g. Fixture
- h. Floods
- i. Focus
- j. Follow spot
- k. Fresnel
- l. Gel
- m. Gel frame
- n. Lighting cues
- o. PAR (Parabolic aluminized reflector)
- p. Pin spot
- q. Throw distance
- r. Wash light

Sound

- a. Amplifier
- b. Balanced line
- c. Condenser mic
- d. Dynamic mic
- e. Equalization (EQ)
- f. Feedback
- g. Impedance
- h. Limiter
- i. Mixer
- j. Monitor speakers
- k. Mute
- l. Ohms
- m. Output channels
- n. Sound effects
- o. Shotgun mic
- p. Signal
- q. Subwoofers
- r. Wireless mic

Story/Script Writing

- a. Climax
- b. Conflict
- c. Plot
- d. Resolution
- e. Storyboard
- f. Story line