

# 5<sup>th</sup> Annual KCACTF Region 5 Stage Crew Showdown

Co-sponsored by  
USITT Heart of America and Northern Boundary Sections

## GENERAL CRITERIA:

- The title “Stage Crew Member” implies that accomplishing the technical aspects of a show is a collaborative endeavor. Therefore, a “stage crew” team will complete the events in this competition.
- Teams should register prior to the festival, but day-of-event registration may be allowed pending space and time. **On-line registration deadline for 2010 is January 14<sup>th</sup>**
- Teams will consist of four (4) team members.
- Each institution may have more than one team
- No duplication of team members across any teams.
- Team members will choose the *Team Captain*.
- The team captain will choose the members that will participate in any given event.
- The total number of team members needed for each event is predetermined. The specific numbers and roles in the event can be found in each event description.
- Teams are not required to be attired in stage blacks (but it would be nice). Team and/or School logos or shirts are encouraged. Appropriate footwear is required (tennis shoes OK)
- Team spirit and Team support are encouraged.

## EVENTS for 2009

## CREW MEMBERS for EVENT

Stage weight & Furniture/Prop Placement

all 4 team members

Tie and Hang a Border

all 4 team members

Costume Quick Change

all 4 team members

Instrument Hang, Gel, Gobo, Circuit, and Focus

3 members from the team

Knots

3 members from the team

Mystery Event (Time permitting, announced at the venue)

## SCORING:

Event scoring is a combination of raw time to accomplish a task AND penalty time added for such things as: basic safety violations, inaccurate execution of tasks, failure to execute segments of tasks and other such deviations from the criteria for each event. The event details below outline maximum penalty times, actual penalties are at the discretion of the judging panel. Remember... Fast is good! But... Fast, safe and correct is the way to go! Lowest total times win.

**EVENT DETAILS:**

**Stageweight & Furniture/Prop Placement (also used in final “tech-off”)**

Beginning with a pile of Stageweights and furniture/props, teams will locate and place items in appropriate locations. Team members will work one at a time in rotation.

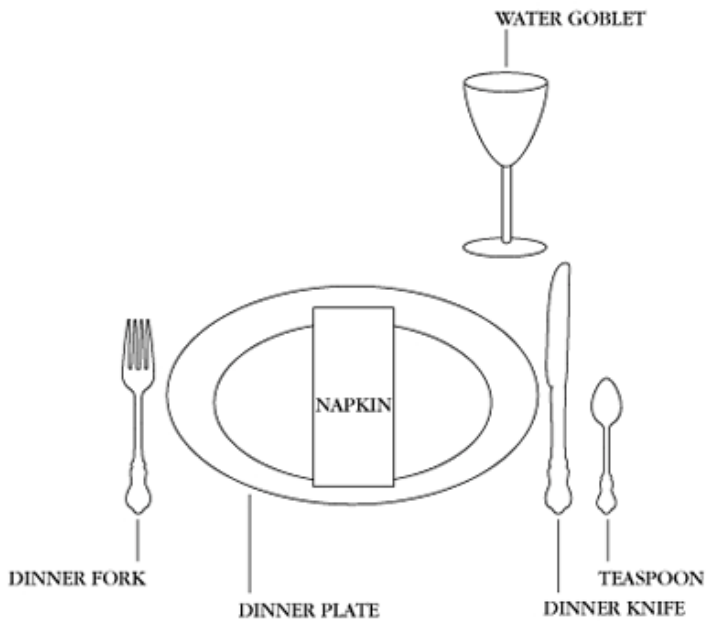
All 4 team members

Major Evaluation Criteria: Lifting/movement safety, Accuracy of placement, Completion of task.

Team Number:	<b>Stageweight &amp; Furniture/Prop Placement</b>	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
Safety	15 Seconds	
Spike marks	5 Seconds	
Place settings	10 Seconds	
Table total presentation	10 Seconds	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

## EVENT DETAILS:

### Stageweight & Furniture/Prop Placement



Pictured above is a standard place setting, this is what they should look like on the table. Flowers and main dish should be placed between the two place settings.

#### Order of event:

1. Team member 1 will place a stage weight on spike.
2. Team member 2 will place a stage weight on spike.
3. Team member 3 will place the table on spike.
4. Team member 4 will place the chairs near the table.
5. Team members 1 and 2 will take bus tub to table and set two places for dinner.
6. Team member 3 will set flowers on table and fine tune previous placements.
7. Team member 4 will serve dinner.

Previous task performer must re-cross the starting line before next member can begin.

**EVENT DETAILS:**

**Costume Quick Change (also used in final “tech-off”)**

Beginning with two team members serving as actor/mannequins, one of them will be dressed in a female costume and one in a male costume. Actor/mannequins do not take an active part in the dressing.

All 4 members from the team (2 as mannequins, 2 as wardrobe crew).

Major Evaluation Criteria: Closure correctness/completion, Neatness of costume, Completion of task.

Team Number:	Costume Quick Change	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
Safety	15 Seconds	
Female closures	10 Seconds	
Female neatness	10 Seconds	
Male closures	10 Seconds	
Male neatness	10 Seconds	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

**EVENT DETAILS:**

**Instrument hang, circuit, gel, gobo and focus**

Beginning with a standard Source 4 instrument, teams will safely hang, gel the instrument, obtain and insert a predetermined gobo and then focus the instrument.

3 members from the team

Major Evaluation Criteria: Safety, Correctness of gel and gobo insertion, Accuracy of gobo orientation, Accuracy of focus, Placement of beam, Completion of task.

Team Number:	<b>Instrument hang, gel, gobo, focus</b>	Observer:
<b>PENALTY CRITERIA</b>	<b>TIME PENALTY (up to # seconds)</b>	<b>TIMES</b>
Safety	15 Seconds	
Secure hang	15 Seconds	
Safety cable	15 Seconds	
Shutters open on hang	10 Seconds	
Gel frame clip	5 Seconds	
Gobo orientation	10 Seconds	
Sharp focus	10 Seconds	
	<b>ACTUAL COMPLETION TIME:</b>	
	<b>EVENT TOTAL:</b>	

## **EVENT DETAILS:**

### **Instrument hang, circuit, gel, gobo and focus**



Pictured above is the desired orientation of the projected gobo, this is what it should look like on the focus surface.

#### **Order of event:**

1. Team member 1 will properly hang instrument on the pipe. They may pre-focus or orient the fixture.
2. Team member 2 will properly insert gobo, add gel and when finished, apply power to the fixture
3. Team member 3 will final focus the instrument.

**EVENT DETAILS:**

**Knots**

Using 2 lengths of rope, alternate team members will tie specific knots. Knots are chosen from *The Backstage Handbook* and this year's selections are listed below.

3 person team, working 1 at a time, 4<sup>th</sup> team member may advise and coach but may not touch ropes. Team captain will assign tasks.

Major Evaluation Criteria: Correct tying knots, Completion of task.

Team Number:	<b>KNOTS</b>	Observer:
<b>PENALTY CRITERIA</b>	<b>TIME PENALTY (up to # seconds)</b>	<b>TIMES</b>
Safety	15 Seconds	
KNOT 1 incorrect or not secure	10 Seconds	
KNOT 2 incorrect or not secure	10 Seconds	
KNOT 3 incorrect or not secure	10 Seconds	
	<b>ACTUAL COMPLETION TIME:</b>	
	<b>EVENT TOTAL:</b>	

This year's knots and order:

1. Team member 1: Clove hitch to the pipe
2. Team member 2: Bowline to the pipe
3. Team member 3: Sheet Bend the two ropes together

**EVENT DETAILS:**

**Tie and Hang a Border**

Beginning with a border and length of tie line, team members will cut the tie line into the correct number of equal lengths. The ties will be properly attached to the border, and then the border will be tied onto a batten, centered and with the required fullness.

4 members from the team

Major Evaluation Criteria: Tool safety, Attachment process, Conformity of tie-line lengths, Placement with appropriate fullness on batten, Completion of task

Team Number:	<b>TIE and HANG a BORDER</b>	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
Tool safety	15 Seconds	
Measurement process & conformity of tie lengths	10 Seconds	
Proper attachment of tie lines to border	10 Seconds	
Placement on pipe	10 Seconds	
Missed ties	2 Seconds each	
Incorrect fullness	15 Seconds	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

Notes:

Tie line is **finite** and cut length must be calculated  
Do you **really** know what 50, 75 or 100% fullness is?  
It **can** be done.