Syllabus
Stage Crew Showdown
KC-ACTF Region 5

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Purpose of Event
The title "Stage Crew Member" implies that accomplishing the technical aspects of a show is a collaborative endeavor. Therefore, a "stage crew" team competes in a variety of challenges using skill and teamwork. Events will be judged on safety, accuracy, artistry and speed. Collaboration and communication between teammates is key to success.

Event Registration
- Later in the Fall, a call for participants will be made on www.kcactf5.org
- Teams should register prior to the festival, but day-of-event registration may be allowed at the sole discretion of the coordinator, pending space and time.
- Registration will be limited to fifteen (15) teams on a first-come basis.
- Each institution may have more than one team (subject to availability)
- The first team to register from each institution will be registered (providing openings remain). Subsequent registrations from a school will be held until availability is determined.

Makeup of Teams
- Teams will consist of four (4) team members.
- One team member will be designated as team captain on the registration form.
- The event coordinators will correspond with the team captain as necessary leading up to the festival.
- No duplication of team members across teams is permissible.
- 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.
- The team captain will choose the members that will participate in any given event.
- 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.

The Events

Events	Crew Members for Event
Stage weight & Furniture / Prop Placement	All four team members
Tie and Hang a Border	
Costume Quick Change	
Instrument Hang, Gel, Gobo, Circuit and Focus	
Knot Tying	

General Event 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! The lower the score total the better!

Walking vs Running

When walking fast, the movement of your foot is known as a step, whereas runners generally talk about strides. In terms of the time taken, both of these movements take place between the moment that you place your foot on the ground for the first time and the moment you place your foot on the ground for the second time.

When walking, the person is permanently in contact with the ground whereas runners make jumps as they move forward. When runners reach the sky to move forward, walkers place their heel on the ground. Starting from this point, the foot rolls through to the toes, which propel the walker forwards, while the other foot returns to the ground heel first.

Stage weight & Furniture / Prop Placement

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

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

Order of the Event:
1. Team member 1 will place a stage weight on spike.
2. Team member 2 will place a second 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.

Specific Scoring Criteria:

Penalty Criteria	Time Penalty (Up to number of seconds)
Safety	30 seconds
Spike Marks	5 seconds
Place Settings	10 seconds
Total Table Presentation (TTP)	10 seconds

The teams will strike everything (perform this task in reverse) after the judges are completed with the scoring of the first phase of the event. This will also be timed and deductions made for safety.

Penalty Criteria	Time Penalty (Up to number of seconds)
Safety	30 seconds

Order of the Event:

First team member will start behind designated starting line.

1. Team member 1 will place a stage weight on spike.
2. Team member 2 will place a second 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.

Frequently Asked Questions and other helpful information

- **NO RUNNING.**
- **What can be preset before starting?** Each team will have five minutes before the event starts to preset the stage weights, and table settings in the bus tub. The team cannot be holding anything prior to "go".
- **What type of stage weights will be provided?** Whatever the venue provides. Hopefully no more than 20 – 30 pound weights.
- **What type of table will be provided?** Whatever the venue provides. Hopefully 3-4' tables.
- **How will the stage weights be placed on stage?** The stage weights will be stacked on top of each other.
- **How do the chairs need to be placed relative from each other?** They need to be placed 180 degrees apart, directly across the table from each other.
- **For strike, can we just pick-up the corners of the table cloth?** No. Everything needs to be put in the bus tray individually. You may pick-up multiple pieces of silverware, otherwise every other piece needs to go in the tub individually.
- **How do we let the timers know we are done?** The last team member will walk briskly back to their teammates, then raise their hands straight into the air.
- **NO RUNNING.**

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.

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

Specific Scoring Criteria:

Penalty Criteria	Time Penalty (Up to number of seconds)
Safety	30 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 100% or 75% or 50%	20 Seconds

- **What will be provided for this event?** Scissors, spike tape, scrap paper and pencil.
- **What can be preset before starting?** Nothing. The drop and all of the accessories will be placed on the floor by stage management.
- **How do we let the timers know we are done?** The team will raise their hands straight into the air.
- If the pipe that the border will be hung on is flown in, each team will have a clearly demarked (by spike tape) section of the pipe.

Costume Quick Change

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.

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

Specific Scoring Criteria:

Penalty Criteria	Time Penalty (Up to number of seconds)
Safety	30 seconds
Female Closures	5 seconds each
Female Neatness	15 seconds
Male Closures	5 seconds each
Male Neatness	15 seconds

Frequently Asked Questions and other helpful information
- **What can be preset before starting?** Each team will have five minutes before the event starts to preset costumes and accessories.
- **What does "preset" mean?** Blouses and shirts will be completely unbuttoned, ties off of shirts and untied, belts not in pants, shirts not preset inside of jackets or sweaters. The team members cannot be holding anything prior to "go".
- **How much can a "Mannequin" help?** Not at all, with the possible exceptions of holding up pants before a belt is installed or a random "shimmy" when putting on a shirt or jacket.
- **If I'm done dressing my actor, can I help the other pair?** Yes.
- **How do we let the timers know we are done?** The team will raise their hands straight into the air.

Lighting Unit 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.

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

Specific Scoring Criteria:

Penalty Criteria	Time Penalty (Up to number of seconds)
Safety	30 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
Placement of beam on backdrop	10 seconds

Order of the Event:

First team member will start behind designated starting line.

- Team member 1 will properly hang instrument on the pipe. They may pre-focus or orient the fixture.
- Team member 2 will properly insert gobo.
- Team member 3 will apply power to the fixture and drop the gel.
- Team member 4 will final focus the instrument.

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

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

Frequently Asked Questions and other helpful information

- **How will the Stage Managers preset the equipment for this event?** The fixture will be placed on the deck with the shutters pushed in, the side nut and lens train nut will be finger tight. The gel and gel frame will be separated and placed on the deck, the gobo and gobo holder will be separated an placed on the deck.
- **What can be preset before starting?** Each team will have two minutes before the event starts to preset the lighting fixture and accessories. The gel and gobo need to be separate from their frames and placed back on the deck prior to "go".
- **Where does the gobo get focused to?** No matter what angle the hanging bar/pipe is, the fixture needs to be pointed straight ahead to the cyc or back ground and the bottom of the projected image 6-8' over the deck.

- No team member may go back and re-do or re-adjust the work of a previous team member.
- **How do we let the timers know we are done?** The last team member will walk briskly back to their teammates, then raise their hands straight into the air.

Knot Tying

Using 3 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.

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

Specific Scoring Criteria:

Penalty Criteria	Time Penalty (Up to number of seconds)
Safety	20 seconds
KNOT 1 incorrect or not secure	20 seconds
KNOT 2 incorrect or not secure	20 seconds
KNOT 3 incorrect or not secure	20 seconds
KNOT 4 incorrect or not secure	20 seconds

Order of the Event:

- Team member 1 will safely travel to the front of the stage where s/he will draw a card, read the instructions, tie the specified knot with the provided ropes, and return to the start line.
- Once team member 1 has crossed the start line, Team member 2 will safely travel to the front of the stage where s/he will draw a card, read the instructions, tie the specified knot with the provided ropes, and return to the start line.
- Once team member 2 has crossed the start line, Team member 3 will safely travel to the front of the stage where s/he will draw a card, read the instructions, tie the specified knot with the provided ropes, and return to the start line.
- Once team member 3 has crossed the start line, Team member 4 will safely travel to the front of the stage where s/he will draw a card, read the instructions, tie the specified knot with the provided ropes, and return to the start line.
- The event will conclude when team member 4 crosses the start line.

Frequently Asked Questions and other helpful information

- **Which knots do we need to practice?** Clove Hitch, Bowline, Two Half-Hitches, Square Knot and Sheet Bend.
- **How will the Stage Managers preset the equipment for this event?** The three ropes (3/8" red, 3/8" blue and ½" white) will be drooped over the pipe. Knot cards will be on the ground by the pipe.
- **What do I do with the card when I am done with it?** Had the card to the judge standing near your pipe.
- **How do we let the timers know we are done?** The last team member will walk briskly back to their teammates, then raise their hands straight into the air.