

KCACTF Region 5

S t a g e C r e w S h o w d o w n

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.
- 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.
- 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.
- Teams will use only tools and supplies supplied for their use by the event coordinators.

EVENTS

Stage weight & Furniture/Prop Placement
Tie and Hang a Border
Costume Quick Change
Instrument Hang, Gel, Gobo, Circuit, and Focus
Knots (slight rules change since 2014)

CREW MEMBERS for EVENT

all 4 team members
all 4 team members
all 4 team members
all 4 team members
all 4 team members

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!

EVENT DETAILS:

Stageweight & Furniture/Prop Placement (also used in final round)

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.

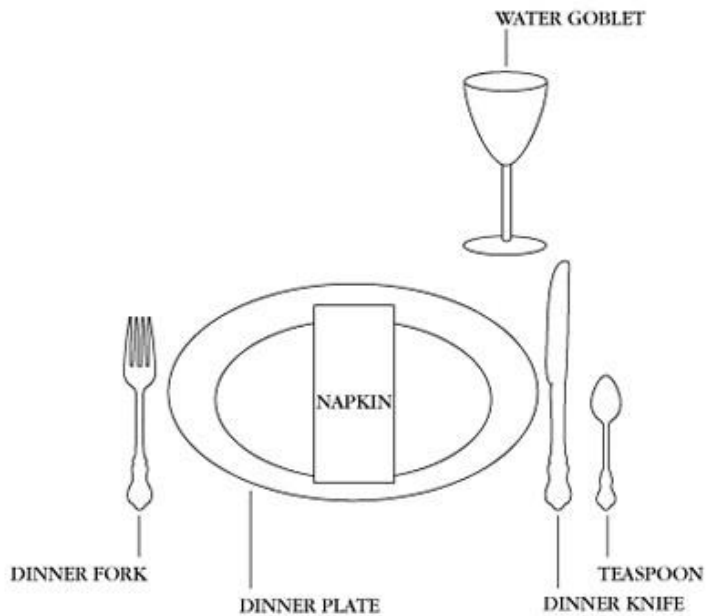
Team Number:	Stageweight & Furniture/Prop Placement	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
Safety	+30 Seconds	
Spike marks	+5 Seconds	
Place settings	+10 Seconds	
Table total presentation	+10 Seconds	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

Note: The team will 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.

Team Number:	Stageweight & Furniture/Prop Placement	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
Safety	+30 Seconds	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

EVENT DETAILS (continued):

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 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.

EVENT DETAILS:

Tie and Hang a Border (also used in final round, time permitting)

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.

All 4 team members

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

Team Number:	TIE and HANG a BORDER	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
Tool 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%	+15 Seconds	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

Notes:

Tie line length is **finite** and cut length must be calculated.

Do you **really** know what 50, 75 or 100% fullness is?

EVENT DETAILS:

Costume Quick Change (used in final round and in preliminary round, time permitting)

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 team members (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	+30 Seconds	
Female closures	+5 Seconds each	
Female neatness	+15 Seconds	
Male closures	+5 Seconds each	
Male neatness	+15 Seconds each	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

EVENT DETAILS:

Instrument hang, circuit, gel, gobo and focus (also used in final round, time permitting)

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.

All 4 team members

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

Team Number:	Instrument hang, gel, gobo, focus	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
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	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

EVENT DETAILS:

Instrument hang, circuit, gel, gobo and focus



OR



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.
3. Team member 3 will apply power to the fixture and drop the gel.
4. Team member 4 will final focus the instrument.

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

Event ends when last team member crosses the starting line.

Notes:

No team member may go back and re-do or re-adjust the work of a previous team member.

EVENT DETAILS:

Knots (also used in final round, time permitting)

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.

All 4 team members (this is a change from 2013 & before)

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

Team Number:	KNOTS	Observer:
PENALTY CRITERIA	TIME PENALTY (up to # seconds)	TIMES
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	
	ACTUAL COMPLETION TIME:	
	EVENT TOTAL:	

Setup:

- Team members will begin the event behind the start line upstage
- 3 ropes of 2 differing diameters will be draped over the batten/bar downstage.
(ropes will be of 3/8" & 1/2" diameters and 8' in length)
- 4 cards bearing the instructions for the knot to be tied and specifying the rope to be used will be placed on the floor at the front of the stage face down.

Order of event:

1. 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.
2. 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.
3. 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.
4. 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.
5. The event will conclude when team member 4 crosses the start line.

This year's knots: (Judges' choice at event and in no particular order)

1. Clove Hitch, Bowline, or Two Half-Hitches with the white thick rope to the pipe
2. Clove Hitch, Bowline, or Two Half-Hitches with the thin rope to the pipe
3. Square knot the thick colored rope to the thick white rope
4. Sheet Bend, the thick colored rope to the thin rope