



BACKstage Challenge

AUDIO: CABLE RELAY



If you've ever floated through Pirates of the Caribbean at a Disney Park, you already know that the song, "Yo Ho (A Pirates Life for Me)" isn't just background music—it's the *heartbeat* of the entire experience. Defy the pirate warning (that dead men tell no tales) and bring this classic Disney attraction to life by invoking its musical beating heart!

THE EVENT

In this challenge, your team will be responsible for striking and resetting a simple audio system, focusing on proper coiling of the cables.

The simple setup will be in place, ready to play the signature warning from Disney Parks' PIRATES OF THE CARIBBEAN attraction:

"Dead men tell no tales!"

In a relay, your team will take turns unplugging and re-plugging the source cable and speaker cable from the setup, making sure to change the level at the mixer before disconnecting any components. Cables must be coiled into neat, untangled, circular coils that fit within specified places on a table.

Once the system is reset, the final team member stops the clock by playing the pirates' theme song:

"Yo ho! Yo ho! A pirate's life for me!"

FUN FACT: Pirates of the Caribbean at Disneyland was the last attraction personally supervised by Walt Disney before his death in 1966. When Walt Disney World opened in 1971, there were no plans to include a Pirates attraction, but it was added by popular demand. Today, pirate attractions are featured in five Disney parks worldwide.

FUN FACT: While the setup will be similar, the Final Round of this event may change the sequence, requiring your team to identify, select, and connect the proper cables.

REQUIRED SEQUENCE

The basic audio setup in place will include a source (triggered by an on-screen button), connected to a console, which is connected to a speaker.

The correct level of the channel at the console, along with the correct input and output, will be clearly indicated. The team will wait behind a line adjacent to a table behind the speaker.

Player 1 will run to the source and trigger the first cue. They must wait until they hear the entire phrase to turn down the level on the channel and disconnect and coil the source cable (connecting the source to the console), placing it on the table in its designated place. The event referee must indicate that the cable fits properly in its marked location.

Player 2 will disconnect and coil the speaker cable (connecting the console to the speaker), placing it in its designated place on the table. The event referee must indicate that the cable fits properly in its marked location.

Player 3 will take the source cable and reconnect the source and console, dressing the cable properly.

Player 4 will take the speaker cable and reconnect the console and speaker, dressing the cable properly. This player will then run to the source screen and trigger the music cue, which stops the clock.

When placed on the table, the cables must be tied (with attached tie cord or Velcro) in untangled circular coils that fit within their designated spaces. Dressed cables in use do not need to be taped down but do need to be free of loops and tangles.

PENALTIES ISSUED FOR:

- Cutting off the recorded cues.
- Unplugging or re-plugging any connection while the channel is hot.
- Coil is tangled or not circular (figure eights are not allowed).
- Coils are not tied off with a bow (or fastened properly with Velcro).
- Coil does not fit in the taped-out area on the table.
- Cables are tangled or knotted when reconnected.
- Going out of sequence.
- Forgetting to turn up the level so we are able hear the full cues.
- Disregard for the spirit of the event or objectives of the exercise.

