



Prepare for an exercise in skillful deck work and “X marks the spot!” In addition to accurately spiking the position of three of your crew members, you will need to employ your wits to solve a pirate puzzle, determine which of the cues your stage manager will call, and execute it like clockwork.

THE EVENT

This challenge involves four team members working together, taping out three specific spike mark positions on stage. Three team members will be wearing colored safety vests: red, yellow, and blue. The fourth will act as the Stage Manager during the final part of the challenge.

A cue sheet is provided, reading:

CUE 1 – Red and Blue switch places

CUE 2 – Blue and Yellow switch places

CUE 3 – Yellow and Red switch places

Using two tape measures, a scale ruler, and provided rolls of tape, the designated locations from the ground plan must be marked with an X on the floor, using the given center and plaster lines as a point of reference.

Once all three spike marks are placed, the Stage Manager can call the standby cue.

After all team members are standing on their corresponding color, the Stage Manager gives the “go” cue.

After the cue is executed, the clock is stopped.

REQUIRED SEQUENCE

Preset: Tape, tape measures, a scale ruler, and a provided ground plan (selected at random) are on a table, adjacent to clear floor space with an indicated plaster line and center line.

The tape, tape measures, ruler, and the supplied ground plan must remain on the table until the referee calls start.

The team is also provided a randomly selected logic problem to solve, and is allowed a maximum of *one minute* to come up with the answer (the answer will be 1, 2, or 3, which determines which cue the Stage Manager will call). Once the minute is up (or the team has the answer), time starts.

- Place an X at the three designated spike locations on the ground plan.
- Stage Manager says, “Standby Cue ____.”
- Team stands on corresponding colors.
- Stage Manager says, “Cue ____, GO.”
- Team members execute the cue according to its number.
- Time is stopped.

The referee will then check your work for accuracy and add any penalties to your time.

PENALTIES ISSUED FOR:

- Going out of sequence.
- Any action deemed unsafe.
- Any missing spike marks.
- Any spike marks not in the correct position.
- Incorrect cue execution (wrong cue or team position).
- Any excess/unnecessary tape removed from the roll.
- Any unused tape which is crumpled.
- Disregard for the spirit of the event or objectives of the exercise.

