



All hands on deck as you and your shipmates hang and focus a Source Four to project the Jolly Roger on a designated sail or surface. Let your skills strike fear in the hearts of every landlubber as your crew works together to signal the arrival of your own pirate band.

THE EVENT

This classic Tech Challenge entry has been reconfigured as a relay, involving all four members of your team. Each member will participate in a specific part of the sequence of properly hanging and focusing a Source Four Ellipsoidal, including using a gobo and gel.

The challenge setup includes a pipe stand for the instrument, and a surface to project the image on. Necessary tools and supplies will be on a table a few feet from the pipe stand. Opposite the table is a designated surface to display the gobo-produced image.

Person 1 starts the clock and securely hangs the instrument on the pipe stand. Person 2 powers on the instrument and focuses it at the designated wall location. Person 3 inserts and focuses the gobo image. Person 4 adds the correct gel color and fine tunes the focus before stopping the clock.

All adjustments will be made from behind the instrument, heeding a line on the floor (imagine this is the edge of a catwalk or scaffolding platform).

Wrenches and gloves will be provided. Teams may not use their own wrench but may use their own gloves.

For this exercise, instruments must be hung with the pipe clamp opening facing you. The tools you select to use must be tethered to your wrist and cannot be placed on the floor or in your mouth.

NOTE: For the Qualifying Round, you may determine your team's order (designating who does what), but this order may be randomized during Finals!

REQUIRED SEQUENCE

The instrument and all necessary tools will be preset on a table a few feet from the mounting pipe. Items may be brought from the table to the pipe stand, but may not be placed on the floor, tethered around the neck, or put in your mouth. Team members wait behind the table.

Person 1: Start the clock, bring the instrument to the pipe stand, hang the instrument with the clamp opening toward you (working behind the instrument). Close the clamp, attach the safety cable, then tighten the clamp using the wrench. You may unwrap the power cable and open the shutters. No further adjustment should be necessary to the pipe clamp bolt.

Person 2: Unwrap the power cable, tilt the instrument into position, and open the shutters if not already open. Plug the instrument into the provided receptacle, managing the cable. Power on the instrument and focus the beam to a hard-edged circle on the designated projection area. No further adjustment should be necessary to the yoke bolt or yoke locking knob.

Person 3: Put the supplied gobo in its holder and insert it properly into the instrument. Sharpen the focus to project the image correctly onto the designated surface. (Note: If the instrument is upside down, you must correct this error and incur a penalty.) No further adjustment should be necessary to the instrument's focus.

Person 4: Roll the die to determine the gel color. Select the correct gel and put it in its frame. Insert the gel frame into the instrument slot carefully, closing the clip, being careful not to affect its focus. (Note: If the instrument is upside down or loses focus, you must correct these errors and incur any penalties.) Once the instrument and image are in focus, stop the clock.

PENALTIES ISSUED FOR:

- Dropping items, placing them on the ground, or in your mouth.
- Gloves not always worn.
- Items tethered around the neck.
- Gel frame not installed properly.
- Pipe clamp opening not facing installer.
- Instrument hung upside down.
- Safety cable not used properly.
- Instrument powered on with shutters closed.
- Any adjustment not sufficiently tightened.
- Failure to follow sequence.
- Incorrect gel selection.
- Leaving image backwards or upside down.





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.

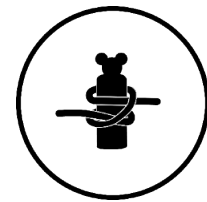
Player 4 will take the speaker cable and reconnect the console and speaker, dressing the cable properly. This player will then run to the source screen and trigger the music cue, which stops the clock.

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.





It's Pirate Night on board one of our Disney Cruise Line® Ships! Swab the deck, hoist the anchor, and trim the main sails! Your crew must secure the scenic for unpredictable seas ahead, raise the mizzen mast to fly your pirate flag and tow the cargo into a designated port!

THE EVENT

This is a relay, as your team uses three ropes and several specified knots to latch scenic cargo to a road case, raise the mast and pull it carefully into a designated outlined storage spot.

The first rope is tied to the side of the road case using a clove hitch, with a locking half hitch, but the rope is not long enough to secure the load!

The second rope is tied to the first rope using a sheet bend, making the combined ropes long enough! These two combined ropes are then used to tie down the "plank" on top of the road case and are long enough to haul up the mast using a trucker's hitch with an alpine butterfly knot.

Finally, the third rope is attached to a handle on the side of the road case using a bowline, and that rope is used to pull the road case into its designated "docking" position before stopping the clock.

Your knots will be inspected to make sure they are correctly tied, leaving at least a 6" tail at each end.

NOTE: In the Final Round, your team may be asked to draw numbers to determine your team order, and which knot each team member will need to tie!

Knot tying features many variations. Refer to animatedknots.com to know what our judges will be looking for. As always, in real life you should make your rope and knot choices based on actual circumstances. This challenge is simply designed to test your ability to tie these very useful knots in a fun and piratical way!

REQUIRED SEQUENCE

The team waits behind a table with all three ropes on it. The road case is across the room with the unsecured "pirate cargo". This cargo includes a plank with a mast socket and a mast with flag and eyelet. A taped-out "port" location for the road case is marked on the floor, closer to the table.

PLAYER 1 takes ROPE 1 and ties an end to one handle of the road case, using a CLOVE HITCH with a HALF HITCH LOCKING KNOT, then passes the free end of rope up through a hole in the plank, before running back and tagging Player 2. (Refer to "Clove Hitch (Rope End)" and "Half Hitch" at animatedknots.com)

PLAYER 2 takes ROPE 2 and ties it to the free end of ROPE 1, using a SHEET BEND, then passes it down through the hole at the other end of the plank, wrapping around the case handle and passing it back up through the same hole. After placing the mast in its socket, laying down, Player 2 tags Player 3. (Refer to "Sheet Bend" at animatedknots.com)

PLAYER 3 passes the free end of ROPE 2 through the mast eyelet, then uses a TRUCKER'S HITCH with ALPINE BUTTERFLY KNOT as the return loop, leaving the free end to pass through and around the hole in the plank to haul the mast up and tie down the cargo. Player 3 tags Player 4. (Refer to "Trucker's Hitch" and "Alpine Butterfly Loop" at animatedknots.com)

PLAYER 4 takes ROPE 3 and ties it to the marked handle on the side of the road case, using a BOWLINE, and uses it to tow the road case into the marked location on the floor before running back to the table to stop the clock. (Refer to "Bowline" at animatedknots.com).

PENALTIES ISSUED FOR:

- Going out of sequence.
- Putting any part of the rope in your mouth.
- Each incorrectly tied knot or knot that comes untied.
- Any tail shorter than 6".
- Using your hands to raise the mast rather than rope.
- Stopping time with the road case outside the taped out "secure" location, or without the pirate flag flying.
- Disregard for the spirit of the event or objectives of the exercise.
- No penalties will occur for emphasizing your "R"s when cheering on your teammates. "You AARRRRR doing great, Matey!"





Our scene opens on a table set for a pirate feast, obviously interrupted since valuable treasure was left behind. Was the feast a celebration of their newfound wealth? Was their exit so hasty that they left the best behind? Your crew's task is to recreate the setting as faithfully as possible, without alerting any rogue pirates to your presence.

THE EVENT

This challenge involves all four team members working together and must be accomplished in silence.

A bare "on stage" table is waiting to be set with a variety of treasures. Props will be located on an organized, labelled prop table several feet away.

A plot and a photo showing the required treasure layout will be attached to the prop table but cannot be moved from the prop table or photographed.

Once you've completed the prop shift (outlined at right), your work will be checked and any penalties (see below) will be assessed.

This is a timed event.

Penalties will result in added time.

NOTE: We may create a problem your group will need to solve on the fly during the Finals!

REQUIRED SEQUENCE

Preset: The on-stage table is empty and ready to be set for the next scene and both a diagram and photo for the next scene is on the prop table.

Props on the prop table may or may not be used in the scene being set.

Your team must wait on the opposite side of the prop table until time starts. You'll be given a 10-second warning before time starts, for any last-minute planning, during which time team members can talk through their plans.

Once time starts there can be no talking. Any audible signals/sounds are subject to a penalty.

No items may be placed in pockets or on the floor (or in your mouth!).

Your team will stop the clock when you think the table setup is complete. The scene must be fully set at the on-stage table, extra props must be neatly in their place on the prop table, and all four team members must be on the opposite side of the prop table from the on-stage table before you stop the clock.

The referees will then check your work.

PENALTIES ISSUED FOR:

- Going out of sequence.
- Any action deemed unsafe.
- Any incorrectly placed item on the on-stage table.
- Any item missing from the on-stage table.
- Downstage edge of tablecloth is not crooked / not squared.
- Incorrectly placed items remaining on the prop table.
- Drops, spills, or damage.
- Anything placed in pockets, on the floor, or in your mouth.
- Any speaking or audible signals while the clock is running.
- Stopping the clock before the team is all behind the table
- Disregard for the spirit of the event or objectives of the exercise.





It's time to welcome a member of your crew to the merriest band of pirates ever to sail the seven seas! In this challenge, one of your team members will undergo a transformation, from a mild-mannered member of the Tech Crew to a swashbuckling buccaneer.

THE EVENT

Your team must work together to execute a quick change with one of your team members playing the role of Performer. You'll be able to visually examine both Costume A and Costume B ahead of time to strategize.

The Performer will be pre-dressed in a standard Tech Crew uniform. All necessary elements of their "Pirate Crew" costume will be preset in a Staging Area, on a rack or on a table. The Performer will wait in an On-Stage Area while remaining team members get 20 seconds to preset items from the Staging Area in a designated Changing Area.

Ready or not, the Performer will be sent from the On-Stage Area to the Changing Area.

The Performer can help during the change but any communication should be kept to a low volume level.

When the change is complete, the Performer returns to the On-Stage Area and the other three members must return to the Staging Area leaving nothing behind in the Changing Area. Time stops once everyone is where they're supposed to be, and all costume elements are gathered in a controlled manner off the floor.

We'll ask your team to assist in resetting for the next team waiting to compete. This may factor into your participation score!

NOTE: The designated Performer must wear modest under dressings including a clean t-shirt, athletic shorts, and ankle-high socks. A limited stock of appropriate under dressings are available, but it's preferred that you bring your own.

REQUIRED SEQUENCE

The following areas will be taped out on the floor:

- On Stage Area
- Staging Area
- Changing Area

The Staging Area will have a rack and a table adjacent to the Changing Area with a ground cloth.

Teams may visually inspect the costumes ahead of time. Once the designated Performer is dressed in their Tech Crew uniform, they will wait in the On-Stage Area while the other three team members wait in the Staging Area.

The Referee will start the clock with a 20-second Prep Period, during which the three team members may move items (not the table nor the rack) to the Changing Area, and strategically place them for the quick change. Items may be placed intentionally on the floor if they are on the ground cloth in the Changing Area.

At the end of the Prep Period, the Referee will send the Performer from the On-Stage Area to the Changing Area.

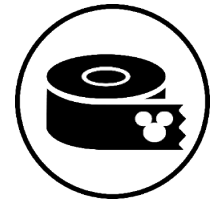
During the change, keep talking and noise to a minimum; handle all costume pieces and the Performer with care.

After the Performer has returned to the On-Stage Area, the three remaining team members return to the Staging area with all costume pieces gathered in a controlled manner and stop the clock.

PENALTIES ISSUED FOR:

- Any incorrectly worn or attached item.
- Any missing item.
- Excessive talking/noise/volume (yellow flag warning for first incident, penalty for each additional).
- Unnecessary roughness.
- Any item on the floor not intentionally placed on the ground cloth.
- Placing things in your mouth.
- Any item left behind in the Changing Area.
- Disregard for the spirit of the event or objectives of the exercise.





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.

