

# PROBLEM PROCEDURES FOR PROBLEM 3: **CENTER STAGE**



**A**t some tournaments a pre-staging area is designated outside the performance site. Approximately 15 minutes before the team's scheduled competition time, the Staging Area Judge will call for the team and greet all team members and the coach. The Staging Area Judge will direct them with the materials needed for their long-term problem solution and Style, membership signs and paperwork to enter the pre-staging area, if used. The team gives the Staging Area Judge all forms, including the Outside Assistance Form, two Style Forms (three at World Finals), the Material Values Form, team clarifications, the playbill, and one additional copy of the list asked for in the problem.

The Staging Area Judge reviews the paperwork for clarity then passes it to the Timekeeper, who will give it to the Problem and Style Judges. The Staging Area Judge will check the team's foot coverings and the membership sign. The Staging Area Judge will also ask the team if photography of any kind is permitted during the performance. When the Staging Area Judge has completed his or her checklist and answered team questions, the team and coach will be given 3 minutes to clear the pre-staging area and proceed to the staging area, which is adjacent to the 7' x 10' performance site. Anyone may assist in this movement.

At this time the Timekeeper greets the team, gives a final explanation of the performance site, answers any team questions, and asks the team how it will signal the judges when its performance is finished. The Timekeeper will also remind the team that if it chooses to distribute copies of its playbill to the audience, this must be done after time begins by team members beginning from the staging area. The Timekeeper explains the procedure for picking up the long-term raw score. The coach is then dismissed and invited to sit in designated seating, if

provided. After this, no one may assist the team members in any way until the presentation is completed.

The Timekeeper determines that the judges and team are ready. The Timekeeper then introduces the team to the audience, requests silence from the audience, asks for all electronic devices to be turned off and announces whether or not the team allows videotaping or flash photography. When the Timekeeper says, "Begin," time begins and the team proceeds with its setup, Style and problem solution. The team must clear the staging area within 3 minutes after time begins.

The Timekeeper will not call time but an overtime penalty will be assessed if the team takes more than 8 minutes. When the team is finished, it must signal the judges. The judges will then meet with all team members to discuss their solution, ask questions and/or ask for a demonstration. At this time the team may point out any special aspects of its solution. The team should be prepared to show the judges any items used in the performance, the one costume scored in F. Style, 1, and the membership sign scored in F. Style, 2. The judges will then indicate that the team should quickly remove its solution. Others may help with the removal and cleanup. It is the team's responsibility to bring materials to clean up the area so the competition site is clean and dry for the next team.

Unless otherwise indicated, the Head Judge reviews with the coach or Division III/IV team captain the team's long-term raw score, including penalties but not Style, as soon as the score is compiled. The Head Judge may have a sign indicating when the scores are ready for each team. If this is not available, the coach should inquire when and where this review takes place. The coach/team captain then has 30 minutes to return if any additional questions or concerns arise. \*

--Rita Sleeman, *International Problem Captain*



