Quad-squared Mystery Shoot-out

FRIDAY, January 13, 2012 10:30am until NO later than 1:00pm (?)

Event Description: Four-variable (kite, partner, sound track, & caller of movements) mystery ballet. A multi-line pairs event solely judged by spectators with an MC/announcer "running" the event and a caller announcing the moves for each pair of fliers. The same spectator judges will judge the entire event and will determine the survivors of each round by judging the routines on a scale of 1-10 (with 10 being perfection). Each round will have the same caller; callers may call multiple rounds. A scorekeeper will keep track of the scores. The pair with the lowest score in the round is eliminated until only one pair of fliers remains undefeated – the CHAMPIONS!

Master of Ceremonies: Will announce pairs, talk to crowd, and make sure scorekeeper gets scores from each judge. MC will not speak during routines; only caller will speak during routines.

Judges: Six to ten judges will be chosen randomly from interested spectators who have the time to devote to the event. Each judge will be given folded sheets displaying the numbers 3-10 so they may vote for each flying pair.

Sign-Up: Participants register in advance; the Scorekeeper will assign registrants as either "Partner" or as a "Captain." Pairs are assigned at random at the beginning of each round. There must be an equal number of Captains and Partners signed up. Captains select their partner for the round at random (names will be in some type of container for blind selection). Partners that advance will have their names returned to the selection container for the next round of Captain selections.

Furnished Materials for Fliers: All kites, flying line, & handles will be provided to participants. Fliers may tune the handles but may not make any other changes or modifications to the furnished equipment. Fliers will fly a kite selection of their choosing from either full-sail, mid-vent, or fully-vented sail configuration using the Revolution 1.5; two of each model will be available.

Music: All participants may submit music (CD with three suitable sound-tracks identified with their name), but this music can only be used for other participants. Please be considerate; no one wants to fly to Flight of the Bumblebee! Music only; no vocals, around 3+ minutes in length maximum is our recommendation.

Callers: Each round will have one, and only one, caller. Callers may call more than one round, but they must call that entire round. A card will be provided to the caller of each round with a combination (maybe three or four) of precision figure calls which each flying pair must execute. The caller may call these mandatory "figures" in any order, but to maintain a level playing, all pairs must have to fly the same set of figures – in addition to any other figures the caller wants to insert into the routine. Callers are necessary to the event, so if you do not want to fly, you can still participate. Callers will be provided microphones to be heard over the music; if the caller cannot be heard over the music, a restart will be executed.

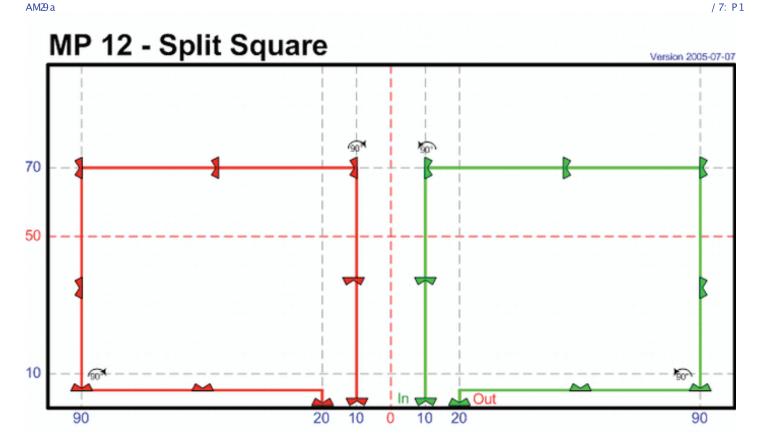
Scorekeeper: The event scorekeeper will record the scores for each pair. High and low scores will be dropped; the remainder will be totaled for the official score. The pair with the lowest score will be eliminated in that round. If there is a tie, there will be a fly-off only for the pairs with the tie score. If, after a tie-breaker, a tie still exists, crowd applause will determine the winner.

Prizes: To be determined.

Supplies: Pencils, score sheets, folders (numbered from 3-10) for judges, sign-up sheet, cards for partner names, selection container for partner names, selection (maybe 20) of cards with three or four mandatory moves/figures on each card (one card to be used for each round; not to be repeated in same event).

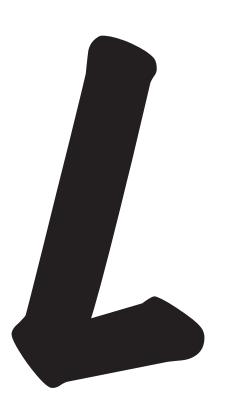
Multi-line pairs qualification figure #12, in case it becomes necessary to limit the number of contestants. Please show your ability to fly one half of this Split Square and you're "in". Forward, reverse, side slide, centered stationary rotational pivots plus inverted flight are all skills being confirmed.

MP12 12/29/11 7:21 AM









Quad-squared Mystery Shoot-out <score card>

fold into quarter panels, (in half & in half again). To use, unfold to your desired score and hold up the number, such that the crowd and score keeper can record your opinion, Thank you judges!



