



## QUALIFYING ROUND: COSTUME QUICK CHANGE

### THE CHALLENGE

Your team will execute a quick change, with one team member serving as the “Performer” and three team members serving as the change crew.

The change crew has 20 seconds to prep “Costume B” in a designated changing area before the Performer is sent in for the change.

Costume B starts on a rack and table in a staging area and is eventually worn by the Performer. Costume A starts on the Performer and must end up neatly placed on the rack and table.

This is a timed event. Penalties (see below) will result in added time.

The team with the fastest time (including any penalties) will receive 50 points; second fastest, 49 points; third fastest, 48 points; and so on. No team successfully completing the challenge will receive fewer than 20 points, regardless of the number of teams participating.

*Note: The designated Performer must wear modest underdressings including a close-fitting T shirt, “biker style” or close-fitting shorts, and socks. We will have a limited stock of appropriate underdressings available, but it’s preferred that you bring your own.*

### REQUIRED SEQUENCE

Preset: One team member is dressed in provided “Tech Blacks” (Costume A). A staging area is set up to one side of a taped-out changing area. The staging area has a rack holding Costume B, with a table for accessories and a folded groundcloth.

Three other team members wait behind a line, adjacent to the staging area. The “Performer” (in Tech Blacks) waits in a designated area on the opposite side of the changing area.

The referee starts the clock, at which time the three team members have 20 seconds to set up their changing area, laying out the groundcloth, and prepping Costume B.

Ready or not, the referee sends the Performer to the changing area at 20 seconds, and the crew performs a quick change from Costume A to Costume B.

The Performer, in Costume B, returns to their designated waiting area as the crew brings all Costume A items back to the staging area.

Time is stopped once Costume A is hung neatly on the rack and the groundcloth is folded and returned to the table.

**POTENTIAL PENALTIES:** Going out of sequence; Any action deemed unsafe; Any incorrectly worn or attached item; Any missing item; Excessive talking/noise (yellow flag warning for first incident, penalty for each additional); Unnecessary roughness; Any item on the floor, other than those intentionally placed on the groundcloth; Placing things in your mouth; Any item left behind in the Changing Area; Costume B items not hung up properly; Groundcloth not folded; Disregard for the spirit of the event or objectives of the exercise.

*Equipment used in this event: Tech Blacks (pullover polo shirt, black pants, belt); Haunted Mansion Themed Costume (version using pants); Groundcloth; Costume Rack.*