

## CHALLENGE C – YOU'RE GONNA FLIP

### RULES AND PROCEDURES FOR LIVE VISUAL ART

Below are the international and state rules regarding the Live Visual Art component of Challenge C, as well as some procedural instructions for the day of the tournament.

Please note that these are the Massachusetts rules, and each tournament will expect and require these rules to be followed - please read thoroughly and to the end.

These rules will also be addressed at the Challenge C session of the next Cafe, so please come with any questions or concerns that you may have.

#### International Rules - Published Clarification

Please note that as of now there is ONE PUBLISHED CLARIFICATION for Challenge C. This clarification reads: "As stated in the Rules of the Road, page 29, MSDS Sheet, 8.b, the use of any potentially harmful or destructive material is not allowed at any Tournament. Spraying a commercial spray paint or any aerosol-propelled paint is not allowed in any Tournament building or Challenge Site because of harmful fumes and the potential 'drifting' of the paint in the air. As stated in the Rules of the Road, page 27, Safety #5, teams must be sure to check with their Regional and/or Affiliate Director to see whether there are Site-Specific Restrictions for any materials they plan to use at the Tournament venue."

#### Massachusetts State Rules

In addition to the Published Clarification, the following rules apply to our state tournaments (which include ALL REGIONAL AND STATE COMPETITIONS):

- Only water-based paints will be allowed for use in the Live Visual Art during the 8 minute performance time.
- No liquids/materials that can permanently stain floors or carpets will be allowed for use in the Live Visual Art during the 8 minute performance time (ex. oil-based paints, dyes).
- No dry, loose glitter will be allowed for use in the Live Visual Art during the 8 minute performance time. Only glitter that has been pre-mixed into another acceptable material (ex. water-based paint, glue) is allowed on stage and at the tournament sites.
- Please note that many adhesives release fumes. Please take this into consideration when picking your materials. If the Head Appraiser at your tournament feels that your material is unsafe (in terms of either health or potential damage to the space), you may not be allowed to use that material. This is at the discretion of the Head Appraiser for each tournament. We also advise you to re-read the Rules of the Road regarding Safety.

\*As is stated in the challenge: "Teams must protect the Presentation Site from the process of creating the Live Visual Art. Teams must leave the Presentation Site "performance ready" for the next team. Cleanup must not impact the published Tournament schedule. Please refer to the Rules of the Road, Presentation Site."

We expect all teams to provide protective covering and adequate clean-up materials for their Live Visual Art. Please bring adequate coverage and protection for any type of floor (ex. hardwood, carpet, tile, etc).

- If damage is being caused to the performance space, the Head Appraiser will stop the performance until the space is adequately protected.
- Leaving the space messy or damaged, or inability to complete clean-up during the time allotted for your team could result in a deduction.

- Please note that tarps, dropcloths, etc, that are used FOR PURELY PROTECTIVE MEASURES AND DO NOT IMPACT THE PRESENTATION (FROM THE PERSPECTIVE OF STORY, AESTHETICS, ETC) do NOT need to be included in the team's \$125 budget.

#### Tournament Procedures

##### Prep Area:

- In the Prep Area, the Prep Appraiser will ask all teams about their Live Visual Art methods and materials. Teams will be expected to show the Prep Appraiser these materials, any tools used to apply materials/create the Live Visual Art, and any protective materials for the space. The appraiser will do this to ensure that the space will be adequately protected.
- If the Prep Appraiser or Head Appraiser feel that the team's protective materials will not adequately protect the space, the team will be required to add protective materials or alter their Live Visual Art methods.
- Each Challenge C tournament site will provide additional materials to protect the space, though this should NOT be relied on by teams as the only method of space protection. WE EXPECT ALL TEAMS TO PROVIDE THEIR OWN PROTECTIVE MATERIALS PER THE CHALLENGE.

##### During the performance:

- Please note that if damage or potential damage is being caused to the performance space, the Head Appraiser will stop the performance until the space is adequately protected.

##### Post-performance:

- After the appraisers have talked to the team members post-performance, teams will be escorted to the Post-Performance Area. This area will be protected by a tarp in case the Live Visual Art is wet, etc. In this space: Teams will be required to put their piece of Live Visual Art in a trash bag to be provided by the tournament site official in the Post-Performance Space if this artwork will potentially drip or cause mess or damage to the school.
- After the artwork is in the trash bag, this bag must be moved immediately outside and put into a car or disposed of in a garbage can that is not the school's.
- Artwork will NOT be allowed to dry and/or be stored inside or outside the school.
- If any part of a team member (costumes, shoes, body parts, etc) has the potential to cause mess and/or damage to the school due to the Live Visual Art materials, this must be cleaned before the team can leave the Post-Performance Area.

Please know that these rules and procedures have been put into place to provide safety and security to the schools that graciously give us space in which to hold these tournaments. We don't want to do anything that will prevent these schools from hosting us in the future. We are confident that teams will provide creative solutions to these restrictions - we can't wait to see what they will bring to the tournaments!