



CUTLASSIAN

CAPTAIN'S INSTRUCTIONS

Yarr! You be the captain o' a very lousy gaggle o' landlubbers. Yer luck.

Tha mission for today (ahoy – wasn't that last year?) is t' turn them int' a fine band o' pirates and search for booty.

CREW: Your ~~team~~ crew are in the attached Crew Roster, along with their mobile numbers where known (in case you get lost)! Please make sure they're looked after and accounted for all day.

MUTINY: Should you wish **not** to be the captain for whatever reason – no worries matey – just incite your crew to mutiny and pick a new captain.



HANDY DETAILS

(aka keep these instructions with you all day in case of emergency)

Mike – 0416 106090 Emergency – 000

Any questions – ask Mike or Robyn at any time during the day. And have fun y' mateys!

Disclaimer: Apologies in advance for all pirate puns, metaphors and general egregious use of bad pirate language. Talking like a pirate though is to be commended, and is more than likely to annoy by the end of the day. Yarr!

ALWAYS FOLLOW THE PIRATE CODE

(aka rules and instructions for the day - to be read to your entire crew *before* embarking on the journey and must be read *like a pirate!* Yarr!)

- Don't open Pirate Training until your whole crew is present and these instructions are read out. Take everything in your chest with you!
- No one has to do anything they don't want to do – everything is optional – it's supposed to be fun (and not result in Mike & Scott being forced to walk the plank – in court).
- If anyone isn't sea worthy or doesn't trust their sea legs (ie they get terribly **seasick**), there are optional non-seafaring activities available. Please inform pirate management (Mike or Robyn) **immediately**.
- For the initial pirate training, your team **may divide** in to two 'sub crews' but *no more*. Only one camera is allowed per 'cub crew'! Cheating scalywags will be found and summarily sent to Davey Jones' locker. You must regather at the docks.



WEIGH ANCHOR ME HEARTIES!

(aka how to get started)

FIRST... NAMING! Your first task as captain is to **decide on a name for your motley crew**. Involve the team but pick it and move on – this is going to be a long day so don't be tardy. As always though, humor points may be available.

WARNING: your entire crew (seafaring and not) **must report to the docks by 11**. Repeat, you *must report to the docks by 11*. **This is the most important rule of the day**. Late crews will be fed to the sharks.

STARTING CLUE: Where be these docks? Aye – that be your first clue. The docks are exactly where you think they are. Where would any new pirate go to learn about maritime and pirate history?

Please report captain’s name, team name and dock location to Mike - via text message or in person (or semaphore for the brave) - *before leaving the office.*

NEXT... TRAINING! Gang named? Great – but you can’t go out and plunder Seven Seas until you have been properly schooled. The first part of the day is pirate training (aka photo treasure hunt). As such, your crew can **now open** the pirate training envelope and get started!

HINTS:

- we *think* there are more clues than any team can do in 2 hours. Aim for maximum points and / or maximum humour value.
- although it is allowed, there will not be much (if any) time for completing clues after reporting to the docks.
- time is short but a *few* minutes reading & planning before you charge out of the office like mad, booty-crazed pirates is a strongly advised.
- some parts of your team are less mobile (ie they can’t run, or don’t want to run far or fast) than others – be tolerant and smart – remember it’s supposed to be fun for all, aye!
- some clues can score better with *more* crew members... hmm... timing and strategy... when to split is important.
- one or two clues *are* easier on the high seas but most are *near impossible*. Use your pirate judgement. Yarr!
- you only have 2 hours for the training, so time is *always* important!

Now go, be pirates and find the booty. May the best crew win! (Oh yah, there’s judging etc at the end – TBA ☺)

YARRRRR... CUTLASSIAN BEGINS! 