**Council Games - Tortuga 2022**

In addition to competing in the Pirate Olympics, prospective councilors will also gather a team to compete in a series of “brain games”.

**Council Election Brain Games**

**Official Schedule for Pirate Year 1722**

Councilors must demonstrate their mental and physical fortitude. Team games of physical and intellectual skill will be held at various points on Friday and Saturday. Competitors must compete personally in either the physical games or intellectual games but are welcome to participate in both at their discretion. Council competitors are to sponsor a team to compete on their behalf for the games category they are not competing in.

Competitors must participate in all events assigned to each category for their participation to count (barring extenuating circumstances to be reviewed on a case-by-case basis, e.g., physical injury, off-site emergency, etc.). As representatives of the community, they should be seen participating in community activities, and able to demonstrate an ability to gather supporters to compete on their behalf.

**Physical Games**  
Competitors shall enter a team to compete within the Pirate Olympics. See the [Olympics page](https://port-nassau.com/council-games/port-nassau.com/olympics/) for more information.

**Intellectual Games**  
Competitors shall enter a team to complete various intellectual challenges. This team does not have to be the same as that competing in the Pirate Olympics. As with the physical games, the intellectual games will be open to all members of the community, and Council competitors will only be scored against each other.

See the [Official Schedule](https://port-nassau.com/council-games/port-nassau.com/schedule/) for times and locations.

**KNOTTY BY NATURE:**

Think you know your ropes? Prove it! Gather up a team of five mates to display your skill and compete for the title of Nautical Knotty!

Recommended Resources:  
<https://www.animatedknots.com/boating-knots>  
<https://www.yachting.com/en-gb/news/9-basic-knots-to-use-at-sea>

**DRY SHIP-CAPTAIN-CREW TOURNAMENT:**

Ante up to secure your winnings! Compete to secure the greatest cargo, but don’t be left behind in port!  
Basic Rules: <https://bicyclecards.com/how-to-play/ship-captain-and-crew/>

**DRY TABLERO TOURNAMENT:**

Calling all scoundrels, ne’er do wells, and pretenders to the throne! Prove your wit and worth in this game of cunning!  
Basic rules: [Tablero Drinking Game – DrinkiWiki](https://www.drinkiwiki.com/Tablero)

**TREASURE HUNT:**

Come test your mettle. See what you can really muster up for this years hunt. Creativity counted. Authenticity awarded. You will have until 5pm on Saturday to submit all of your findings to the Sharkbait. Good luck and may the best pirate win.

**PIRATE TRIVIA:**

How far is a fathom? How fast is a knot? What do you do with a drunken sailor? Test your nautical knowledge in a team trivia showdown.

Dry games will be played with tokens instead of drinking. All games are open to all attendees.

Additionally, Councilors will engage in fierce debate to prove their cunning. Questions like, what is the best way to defeat an ogre? What is the best method for scraping barnacles off a whale’s behind? No really, what \*do\* you do with a drunken sailor? If you have any similar burning questions you need answered, submit them to the Election Coordinator in messenger by August 20, limit 5 submissions. Questions chosen for use will earn Sterling!

(Note: Debate questions should be fun and test councilor’s ability to think on their feet and improvise.)

# The Pirate Olympics - Tortuga 2022

Gather your crews and get ready to scrape, scrap and scramble against the hordes, to win the spot of Olympic Champions.

Assemble a team of five (5) members, and [sign up here](https://forms.gle/HP4WKFEwPdzDvgMi7)

## Pirate Olympics

##### Official Schedule for Pirate Year 1722

Some questions we’re sure will arise:  
Yes, a crew can have more than one team, if there are enough people on the crew.  
No, not all five team members must be from the same crew.  
No, no one can be on more than one team.  
No, your team may not have more than 5 people and rotate them in/out for various games. Your team must have the same five people for each event.

Games will start at 10am on Saturday and run throughout the day, concluding with a Flip Cup Tournament at 4:30pm. You MIGHT get dirty, you’ll likely get wet, so dress appropriately.

Signups begin immediately, and will continue online until August 30. After that, you’ll have to wait until the event, where Signups will be available at Scuttlebutt starting immediately after Opening Court on Friday and ending when Scuttlebutt closes on Friday. There will be no last minute entries allowed on Saturday.

And now.. the GAMES!!!

### Saturday, September 3

***10am***  
All teams will assemble on the Olympic Field and be ready when called.

##### The Old Heave Ho!

*Secure that line! All hands… Heave!*  
Show us that your crew has the might, the will, and the fortitude to pull harder than your opponents and drag them into the drink.

* Tug-O-War, double elimination tournament.
* All teams signed up for the Olympics will be randomly drawn and assigned a slot. If your team is not present when called, you forfeit the round.
* Two loses and you’re eliminated from the tournament.

***12pm-4pm***  
From noon to 4pm, compete in an array of timed games. You may complete them in any order and at your own pace, but you only have until 4pm to compete, before the games shut down.

##### Haul the Boat Ashore

*We’re taking on water and soon to be lost to the drink. Haul us ashore quickly, without losing any men to the deep.*

* Timed Event
* Pull the boat from its spot to the “shoreline” quick, but be careful not to let anyone onboard fall overboard.
* Your time will be penalized for everyone lost at sea.

##### Walk the Plank

*We live and die as a crew! Only now, the whole crew be walking a plank across this stretch. We have to work together or we’ll never make it!*

* Timed Event
* Your crew must walk as one, stepping in unison to walk across the marked distance using the planks.
* Hold the rope handles tight to help you step, and don’t fall.
* If you fall, get back up and continue from that point. The clock is ticking.

##### Sinking Dingy

*Blast these leaks! Water is everywhere. Bail us out quickly, or we’re lost for sure!*

* Timed Event
* Your crew must bail out enough water to make it.
* Using the buckets, scoop the water and pass it over your head to the person behind you and dump it into their bucket… blindly. They’d better guide you or you’re wasting water.
* The water must be passed from bucket to bucket until the last man dumps it behind them into the target vessel.
* Once the fill line is reached in the target vessel, you’ve met your goal.

##### Escape the Cursed Kraken!

*You and your crew have become trapped in the Kraken’s Lair! In order to escape, you must take hold of the Medallion of The Deep, which will protect you from the dreaded Curse that has befallen the legendary beast. There’s just one problem… there is only one Medallion and there are five of you! You’ll take turns using the Medallion to navigate the treacherous path to freedom, and once safe, you’ll need to give the Medallion to one of your mates to allow them the same escape.*

#### THE MIRE AND MUCK

The first of your crew must retrieve the Golden Medallion from the slimy depths where it is buried.

#### EVADE THE KRAKEN

Make your way past the tentacles of the beast, and evade its dreadful maw, as you slip through the narrow passage leading from the lair.

#### FLEET FEET

Just because you’re out of the straits, doesn’t mean the beast has stopped its pursuit. Leap over it’s remaining tentacles and don’t trip!

#### THE TIDE POOLS

As you make your way towards the shore, you’ll need to weave your way through the tide pools, being careful to not miss any, as the rocks are razor sharp and the shallow pools are your only safe path.

#### CROSS THE GAP

Ahead, freedom awaits.. but you’ll need to balance your way across the divide on an old abandoned plank.

#### PIRATE FLAIR

Sure, you’re almost free, but no escape is a Pirate Escape without unneccesarily showing off. Grab your rapier and balance the Medallion on its tip as you ascend the bluff across from the cavern where your mates await.

#### ONE FOR ALL

Toss the Medallion to your next crewmate, so they too may follow the path to freedom.

#### TRUE FREEDOM

As it turns out, its the Medallion itself that is Cursed! Once the last member of your crew has reached the bluff, they must return the Medallion to its resting place by tossing it back into the mire from whence it was retreived… else your whole crew will suffer the same Curse that has plagued the Kraken.

* Timed event, relay style – The Obstacle course.
* The fastest team to succesfully complete the course wins.
* Retrieve the “Medallion”, run through the Kraken ‘pool noodles’ and past the water sprayer, pass through pool noodle tentacle like hurdles, then navigate via mini-pool running, walk across a beam without falling offf, balance the frisbee on a pool noodle like a show-off, and then toss the “Medallion” to your teammate or into the basket at the end if you are the last teammember in the relay.

***4:30pm***

##### The Flippant Cups

*Be the fastest crew to empty your cups and then flip them topsy-turvy onto their heads.*

* Hydration Style Flip Cup.
* Bracketed, Double Elimination Tournament.
* If your team is not present when called, you forfeit.
* Two loses results in elminiation from the tournament.

**LET THE GAMES BEGIN!**