

# Fight Captain Duties

Before every show, the Fight Captain will ensure that:

- ✧ The playing space is checked and cleared of debris. The area is then raked/swept/mopped as appropriate.
- ✧ Any irregularities are dealt with. (i.e. a broken step, loose floorboard, set-piece out of place, etc.)
- ✧ Weapons are brought out of locked storage, counted and checked for any needed maintenance.
- ✧ All fighters are present at the Fight Call, (usually a half-hour before show time), to run through the fights.
- ✧ Each fight is performed twice. The first time will be at half-speed, or marking the moves, and the second time will be at performance speed and intensity. (Any difficulties with the fights, costume pieces, etc. are to be dealt with at this time.)
- ✧ If there is an issue neither the Fight Captain, nor the Director, nor the actors can resolve, the Fight Director will be contacted.
- ✧ If any change of choreography is required, the Fight Director will be contacted.
- ✧ After Fight Call, all weapons are placed in their pre-show places.

After every show, the Fight Captain will ensure that:

- ✧ All weapons are collected.
- ✧ Weapons are checked and maintenance is performed as needed. (Wooden weapons are checked for splinters, steel must be free of rust, burrs, etc.)
- ✧ Weapons are put in locked storage. Blanks for firearms are put in separate locked storage.

*Some duties, (such as weapons maintenance or sweeping the stage), may be performed by others assigned by the Fight Captain with the Fight Director's approval, however, it is the Fight Captain's responsibility to ensure that all duties are completed.*