

Optio Lvdorvm

Profile description

Optio ludorvm is responsible for the technical side of conducting the Legionary Games, as well as for the overall preparation of all elements required for them.

Tasks and duties

In the week before the Games

Optio lvdorvm, together with a selected technical team, prepares the technical items required for carrying out the individual competitions, placing them in one location so that they will later be easily accessible. He teaches the team what the individual competitions involve, and ensures that they know what must be prepared for each of them and what follows after what, in order to prepare efficiently.

He assigns each technical assistant to one of the teams for which that person will be responsible. The technical assistants must remind their teams when the Games take place, what they need to bring with them, and, between competitions, ensure that the teams prepare quickly and efficiently for the next one.

Immediately before the Games

On the day of the Games, **Optio lvdorvm**, together with the technical team, carries and prepares the items required for conducting the competitions near the arena, sorting them appropriately so that they can be exchanged quickly and efficiently. He reminds everyone that each team must be complete and that they must remember to appear on time.

During the Games

His duties during the Games themselves include ensuring that the competitions are prepared efficiently. He supervises the technical assistants, who continually remind the teams what the next competition is and what they must have ready. The most important aspect is time: there must be no overly long break or standstill between contests. In addition, he totals the points after each competition for submission to the judge, checks whether the competitors are breaking the rules, and in such cases disqualifies the attempt.

After the Games

After the contests of that day have ended, **Optio lvdorvm**, together with the team, cleans the arena and carries the equipment back to the appropriate place in the camp. It is important to count everything to ensure that nothing has been lost or damaged along the way and that everything has been put in order. In the event of any element breaking down, he ensures that the necessary repairs are carried out as quickly as possible.

Technical team

Eight technical assistants are required

- 4 team technical assistants — each assigned to a specific team; they help prepare the arena for the competition and ensure that the teams know what the given competition involves and that they are prepared in advance (selection of competitors, appropriate clothing or lack thereof...)
- 4 audience technical assistants — each assigned to the audience; they help encourage the individual teams during the competitions, distribute coloured banners and standards, and ensure that all of them are returned at the end

Teams and competitors

For the Games, teams are designated and assigned one of the colours (Avrati, Prasini, Rossati, Venetii). Each team must have five competitors plus a standard-bearer with the team standard. The competitors must arrive in full equipment; at least one must have a helmet, sword, belt, and shield. If a team from the audience takes part, both the standard and the equipment must be prepared by the technical assistants, above all by the team member responsible for them.

Items required for the competitions

Brought by us — balls, 4 pairs of skis, 3 long and thick ropes, puppets, a straw dummy, blindfolds, sticks, a Centvrio dummy, 16 small rope circles.

To be prepared on site — cylindrical logs in sufficient quantity to form a route several metres long, a “bridge”

Description of the competitions

Skis

Five competitors stand on the skis prepared at the start line; the standard-bearer with the standard stands behind them. The competitors’ task is to reach the straw dummy, go around it, and return to the start line. The end occurs when the full length of the team’s skis crosses the start line. During the race, interfering with other teams, pushing, and similar actions are permitted.

Required items: four pairs of skis, rope to mark the start-finish line, straw dummy to go around

Centvrio throw

In turn, four competitors from each team line up at the start line. Gripping each of the dummy's limbs, they throw it as far as possible without crossing the start line. After the distance is measured (counted by the dummy's phallus), the technical assistants indicate to the standard-bearer of the given team that he should use the standard to mark the throw distance on the side line. Once all teams have thrown for the first time, they have an opportunity to improve their result with a second throw. The technique of the second throw is unrestricted; a comic approach by the teams during the second attempt is a welcome addition.

Required items: Centvrio dummy, rope to mark the throwing line, and rope to mark the throwing distance

Blind man

One competitor from each team is blindfolded, while the rest of the team, without crossing the start line, shout instructions telling him how to reach his equipment (helmet, shield, belt, and sword) and then the Centvrio. The competitors must remain blindfolded at all times, must put on the listed pieces of equipment, and the game ends only after they have embraced the Centvrio walking or standing in the arena.

Required items: rope to mark the start line and, in the case of an audience team, equipment for that team

Cavalry / horses

Four competitors from each team strip down as much as possible (no shoes and no sharp or hard elements). Paired in twos, one competitor climbs onto the back of another, and at the signal they move against the opposing team. The competitors must knock both riders of the opposing team down (the rider may not touch the ground). The team with the last rider still on his horse wins. After the first two fights, there is a match for third place (the losing teams from the previous two fights), followed by a match for first place (the winning teams from the first two fights).

Required items: none

Pontes longi

In the arena, we arrange a route several metres long from logs. The teams run along it one after another, avoiding the technical assistants, who try to knock them off the route using puppets and balls. A competitor who touches the ground before the finish line is disqualified. After the first round, the teams have a second attempt; a comic approach is suggested for the second try.

Required items: logs, rope to mark the start, rope to mark the finish, rope to mark the area for the interfering technical assistants, balls and puppets for the interferers.

Spinner

At the start line, the competitors place their forehead against a stick held in their hands, so that its other end touches the ground. At the signal, one competitor from each team makes ten rotations around his own axis, picks up a rope circle from the ground, and runs towards the straw dummy. He places the circle over it and returns to the start line. When he crosses the line, the next competitor from the team starts and does the same. The end occurs when the last competitor from the team crosses the line.

Required items: rope to mark the start, straw dummy, 16 rope circles to throw onto the straw dummy, 4 sticks

For discussion and development

External links

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