AcroSquares – An Experiment to Find a More Efficient Way to Acro With Less Time Spent Waiting

This is an idea I had after the second 9 hour Sunday Acro Line. It's great to have so many people coming to Acro! But a lot of people complain about waiting in line. I feel like there has to be another way to do this. Since I started talking about this concept, several other people have shared their vision of a different way to Acro with me. Great! This is just something I want to try and if discussing it gets other people to develop other things to try that's awesome! I don't think this the only way or even the best way, just a different way that I want to experiment with. If we can all start looking outside the box, (or outside the line in this case :), I'm sure we can find find ways to Acro that are more fun and productive for everyone!!

Here is my idea of how AcroSquares would work:

X   X   X   X   X   X   X   X

X   X   X   X

X   X   X   X   X   X   X   X

The Xs above are 2 squares of 10 bonfire Acro Stations. (I built the first set across from the Alcyone Acro Field. I spaced the bonfires 15 coords apart b/c that is how far the Acro field stations are spaced. It may be possible to place them closer so long as the main chat doesn't bleed through and of course the Acroing isn't interfered with.). A maximum of 40 players would arrive at the site at the same time. They would split into 4 groups of 10. Call them Group A, Group B, Group C and Group D.

The members of Group A would each go to 1 of the bonfires in the left square. The members of Group C would each go to 1 of the bonfires in the right square. These 2 groups would stay at their bonfires. The members of Group B would then join Group A, each going to 1 of the left square bonfires. Group D would do the same at the right square.

Each pair in the 2 squares would then Acro. 40 people Acroing at once, no waiting in line. My original thought was that at the 2 minute mark a timekeeper would say SWITCH in Regional chat and Groups B and D would all rotate one bonfire to the right. This would then repeat until all 10 members of Group B had Acro'd with all 10 members of Group A and should take about 20 minutes. (Same for Groups C and D at the same time).

The question of time has been brought up to me. Folks with many moves (10+) are concerned it won't be enough time or that it will be sometimes be too much time. That is part of the experiment, to find the optimal time so that blurs/1 movers don't get bored and multi

movers/masters don't feel rushed. Some people like to go to Acro groups/parties to find who their Masters are and then seek them out later, and they don't care about throghougly exhausting all their moves (I tend to try to teach the move a person is closest to finishing first). Some people want to take as much time to Acro as they want and not be rushed. Also, just because someone has 10 moves doesn't mean they need to spend the same amount of time with each student. They will still be a blur to some and some will have common moves. Perhaps we will find that identifying those with the most moves at the start of the event and checking with them before calling the switch is best. Again, it's an experiment, it needs to be tried before kinks can be worked out.

So, to finish the scenario. After the first round of 10 pairs Acroing, Groups A and C would stay put. Groups B and D would switch squares and the whole thing would start again. After that second round, Groups A and B would switch. For this last round Groups B and A would be stationary at their respective squares and Groups D and C would rotate.

I also thought a 5-10 minute break to move avatars and for RL stretch, etc would be good between the rounds.

This could also be done with 4 squares and 80 people. The pairings would be as follows:

Round 1:	Round 4:	Round 7:
Groups A and B	Groups B and 2	Groups C and 3
Groups C and D	Groups D and 3	Groups A and 2
Groups 1 and 2	Groups A and 1	Groups B and 1
Groups 3 and 4	Groups C and 4	Groups D and 4

Round 2:	Round 5:
Groups A and D	Groups B and 3
Groups B and C	Groups D and 2
Groups 1 and 3	Groups A and 4
Groups 2 and 4	Groups C and 1

Round 3:	Round 6:
Groups B and D	Groups A and 3
Groups A and C	Groups C and 2
Groups 2 and 3	Groups B and 4
Groups 1 and 4	Groups D and 1

By the official end of any AnySquares event, each player should have Acro'd with every other participant except those in his/her group. At which point quick 10 person acro lines/groups could be formed for die hards who want to Acro with absolutely everyone :)