

# Arkansas Thespian Festival

## TECH CHALLENGE

### Judging Criteria

Refer to this information as you prepare for the Tech Olympics. Please encourage your school to participate in this unique event. Remember to involve everyone - actors, directors, technicians, students and faculty - in this “esprit de corps” activity.

#### **FUN FOR EVERYONE!**

- The Tech Olympics is a competition for individuals as well as school teams.
- A team may have from four to seven members.
- If a school has enough interested students, two or more teams may enter. Students may only participate on one school team though.
- Each team may have two people attempt each individual event. They will get two opportunities each to perform the task.
- Each event must be done by at least one member of the team. If two different students do the event, the lowest time will be used for the team score.
- Each event has a START/FINISH LINE; time starts and finishes as the contestant(s) leaves and returns to the line.
- Each event must be done as rapidly as possible, consistent with both accuracy and safety.
- The events are distributed around the venue with space between each so that audience members can view the activity.
- The participants' SCORE is the number of seconds/minutes it takes to accomplish the task with penalty seconds added for errors, depending upon the severity of the error(s).
- Each team will be ranked in each event. Points will be given in each event according to the number of teams participating. (i.e. if your team places 1<sup>st</sup> in an event where 15 teams compete, you will be given 15 points, 2<sup>nd</sup> place will receive 14 points, etc.)
- The team with the most overall points will be winners of tech challenge.

All events shall be timed to the nearest hundredth place. (0.00)

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## TECH CHALLENGE

### Hang & Focus An Ellipsoidal Reflector Spotlight Criteria

#### Recommended Sequence

1. Leave the Start line
2. Locate Fixture
3. Hang Fixture
4. Hand tighten C-clamp\*
5. Install safety cable\*
6. Wrench tighten C-clamp\*
7. Open shutters
8. Plug in fixture
9. Position fixture – Rotation and basic focus
10. Lock it: tighten yoke knob
11. Hard Focus
12. Shutter cuts to shape
13. Drop in gel frame
14. Back to Finish line

\*- These three MUST be done in order

Penalties - Add the following time to a score if:

Instrument upside down (gel clip must be on top)	15 s.
Out of Sequence (wrench-tightened before safety)	10 s.
Forgot safety cable	10 s.
Not tight:	
C-clamp	15 s.
Vertical hold – (yoke handle)	10 s.
Barrel knob	5 s.
Shutter cuts (personal judgment)	3 s. per cut
Hard focus (personal judgment)	5 s.
Forgot gel frame	5 s.
Dropping items	5 s.
Gloves not worn at all times	5 s.
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Leg a Platform

#### Recommended Sequence

1. Leave the start line.
2. Each member grabs a leg, wrenches and hardware.
3. Each attaches a leg (one using a wrench, one using a ratchet).
4. Then remove the other two legs.
5. Team returns to finish line and one member says "DONE!"

Penalties - Add the following time to a score if:

Loose legs:	
Small wiggle	2 s.
Medium wiggle	10 s.
Very loose leg	15 s.
Placing any items in mouth	10 s.
Each team member must attach and remove one leg	20 s.
Backward bolt	10 s. per bolt
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Prop Shift

Prior to the event, the "on stage" table should be covered with the "Act I" tablecloth (A) and set-up with the "Act I" set of plates, utensils and so forth. The "off-stage" table should be set-up with the "Act II" dishes, cloth, etc. on their marks.

Participant may have 20 seconds to look over and prep off-stage props.

### Recommended Sequence

1. Leave the start line
2. Clear the tablecloth, dishes, glasses, and etc. from the "on-stage" table
3. Place them on the pre-set marks on the off-stage table.
4. The "Act II" tablecloth (B) should be taken from the "off-stage" table and set in place on the "on-stage" table.
5. The "Act II" plates, glasses and so forth should then be taken from the "off-stage" table and moved to the correct marks on the cloth covering the "on-stage table".
6. Once set, the contestant runs to the finish line.

Next contestant can change from Act II back to Act 1.

Penalties - Add the following time to a score if:

Dropped prop	10 s.
Picking up or carrying props in a manner that would make noise	5 s.
Picking up or carrying props in a manner that would risk dropping or breaking (MAY NOT USE YOUR POCKETS)	5 s
Placing any item in the mouth	5 s
Excessive noise on/offstage	5 s.
Wrong prop placed on table	5 s.
Proper position - missed mark on set table	5 s. per item
Tablecloth not set in proper orientation – US/DS	3 s.
Tablecloth not straight on set table - corners flipped	3 s.
Proper position - missed mark on prop table	3 s. per item
Silverware upside down or turned around	1 s. per item
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Wire a Connector

#### Recommended Sequence

1. Pick up a wire sample,
2. Strip the main cable covering back at least 1",
3. Strip each of the 3 wires back ¼".
4. Each of the 3 wires will then be screwed to the appropriate terminal in the plug – Ground, Hot, and Neutral.
5. Once secured, the cover plate will be screwed in place.
6. Task completed, the contestant signals with hands-up.

Penalties - Add the following time to a score if:

Placing any item in the mouth	10 s
Keeping tools and plug in full view of the judge at all times	3 s
Incorrect wiring polarity – penalty per each wire incorrectly wired	15 s
Incorrect length of cable outside sheath removed – allowance of ±¼"	5 s
Incorrect length of insulation removed from bare copper – allowance of ±¼" (Too much copper)	5 s
Copper not twisted right direction around screw to secure – copper fraying	5 s ea. screw
Screws not properly tightened on copper	5 s
Cover on connector not properly secured	5 s
Not enough strain relief/didn't use strain relief	5 s
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Thimble and Sleeve (Nicopress)

The participant must make a loop on the end of the cable around the thimble and put the sleeve on correctly using the swaging tool provided.

#### Recommended Sequence

1. Fold the cable back approx. 4\_3/4 in.
2. Put the sleeve on about 1/2 in. from the end.
3. Insert the thimble.
4. Affix the sleeve as tightly against the thimble as possible.
5. Crimp the sleeve with the swaging tool
6. Check the first crimp for “go” or “no go”.
7. Make the second crimp with the swaging tool.
8. Task completed, the contestant signals with hands-up.

The judge will check the sleeve for number of crimps, location and the correct placement of thimble.

Penalties - Add the following time to a score if:

Placing items in the mouth	10 s
Safe handling of tools	10 s.
Crimping order not correct	10 s.
It is a “no go” on the <b>Go, No Go Gage</b> – would the judge use it?	10 s.
Crimping of sleeve not correct	10 s.
Thimble Placement incorrect	10 s.
Dead end incorrect	10 s.
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Thimble and Crosby

Without "saddling a dead horse" (putting the saddle of the clip on the short end of the cable), the participant must make a loop on the end of the cable around the thimble and put the clips on correctly (with the nuts tightened down as tightly as the situation will allow).

#### Recommended Sequence

1. Fold the cable back approx. 4\_3/4 in.
2. Put the clip on about 1/2 in. from the end.
3. Insert the thimble.
4. Affix the clip as tightly against the thimble as possible.
5. Tighten down all nuts.
6. Task completed, the contestant signals with hands-up.

The judge will check the nuts for tightness, and correct placement of thimble and the two cable clips.

Penalties - Add the following time to a score if:

Placing cable in the mouth	10 s
Safe handling of tools	10 s.
Not placing the thimble on the cable	10 s.
Tightness of nuts – too loose, too tight	5 s. each nut
Length of cable folded back(3-3/4"): ± 1" allowed	5 s.
Length of cable beyond last clip(1/2"): +2",-0" allowed	5.s
Thimble so loose it falls out or can be pushed out	10 s.
Correct orientation of clips – clip saddle on the live wire (Do not saddle a dead horse.)	20 s.
Wire outside of saddle	5 s.
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Knot Tying

#### Recommended Sequence

1. Leave the start line
2. Tie a clove hitch on the pipe.
3. Tie a half hitch to secure the clove hitch on the pipe.
4. Tie a second line to the first with a sheet bend (a tailor's knot).
5. Tie a bowline around his/her waist
6. Task completed, the contestant signals with hands-up.

Penalties - Add the following time to a score if:

Placing rope in the mouth	10 s
Failure to follow the sequence: Clove hitch, half hitch, sheet bend, bowline	15 s.
Incorrectly tied knot – penalty each incorrect knot	10 s.
Tails not at least 4”	3 s. each tail
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Costume Change

The contestant is, in this event, a member of the Wardrobe crew, must help an actress/actor to make a quick change.

### Recommended Sequence

1. Leave the start line and begin prepping
2. Actor will be fully dressed in Act I outfit
3. Actor can help during change, but only if asked.
4. Assist the performer out of Act I outfit
5. Assist the performer into Act II outfit
  - a. Do fastenings – must be completely buttoned, zippered, etc.
  - b. Put on hats or accessories
6. Rehang Act I outfit neatly and properly
7. Once set, the contestants run to the finish line.

Penalties - Add the following time to a score if:

Judging based on speed, smoothness of change and final look.	
Act 2 clothing not properly placed on actor (snapped, hooked, laced...)	10 s
Missing accessories – hat, belt, tie...	5 s
Act I Clothes not hung back up neatly	5 - 15 s
Unnecessary roughness of the actor	5 - 15 s
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Sound System Setup

The contestant is, in this event, must set up a simple sound system to play pre-show music and then allow a speaker to use a microphone.

### Recommended Sequence

1. Leave the start line
2. Set up the mixing board and amplifier
3. Set up a speaker and connect to the amplifier
4. Connect the CD player to the mixer
5. Play a sound clip from the CD
6. Connect the microphone to the mixer
7. Test the microphone
8. Once finished, the contestant runs to the finish line.

Penalties - Add the following time to a score if:

Music or mic too loud (feedback or uncontrolled)	5 s
Help from the judge (Time will stop while giving help)	5 s each time
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Folding a Drop/Leg/Teaser/Curtain (Team event) (4 people)

The team must work together to fold a drop for storage.

Drop size: 12' x 30'

#### Recommended Sequence

The team members should plan ahead who will be at each corner as the drop is folded and who should check for the crispness of each fold or pleat.

1. The backdrop should be face (paint or knap side) up. Make sure drop is smooth and free of any wrinkles.
2. Fold the pipe pocket (lower corners) to the webbing (upper corners).
3. Fold again from lower edge to the webbing (top) and smooth out any wrinkles.
4. Fold again in the same manner until the backdrop is approximately 3 feet wide. Again smooth out any wrinkles or creases.
5. Fold hemmed edges towards the center, leaving enough space for the final book fold (approx. 1' to 1'6")
6. Fold edges to the center again, in the same manner until the backdrop can be folded into a square of 2 to 3 ft.
7. Fold the two halves of the drop on to themselves creating a book-like shape with one open end.
8. Carry the folded drop and place it on the sizing template
9. Team returns to the finish line.

Penalties - Add the following time to a score if:

Folding with the good side facing outwards	10 s.
Bad folds or pleats	5 s.
Judgment of team work - arguments, yelling, etc.	5 s.
Folded drop size too big	5 s.
Blatant disregard for rules	2 min.

**BONUS- if drop fits in the smaller box, 5 seconds will be deducted from your time.**

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## TECH CHALLENGE

### Sew a Button (Individual event)

Prior to the event, the needle will be threaded, but not knotted. The thread must loop through the button hole at least 4 times and then wrap around the looped thread (under the shank) 4 times. Both ends must be knotted.

#### Recommended Sequence

1. Pick up the threaded needle.
2. Knot the thread.
3. Locate where you will be sewing the button on to the garment. Place the needle into the fabric, starting at the back side of the garment, bringing it up through the garment.
4. Make two or three stitches in the fabric, without the button to anchor your thread
5. Bring the needle up to the top of the garment, bring the thread through the button shank and back through the fabric
6. Pull the stitch semi tight. The shank should still stand up over the fabric. Do not pull the threads tight enough to sink the shank into the fabric.
7. Stitch through the back button and up through the shank again, repeating to have 4 stitches holding your shank button on to the garment.
8. Bring the needle up to the under the shank button and wrap the thread 4 times around the threads which are holding on the shank button.
9. Create a loop of thread on one side of the threads and bring the needle around through the loop. Pull the threads tight.
10. Bring the needle to the back of the fabric; then knot off the thread.
11. Cut the thread.

Penalties - Add the following time to a score if:

For each loop under the 4 required on button holes	10 s.
For each wrap under the 4 required around the thread	10 s.
Knot missing at beginning	15 s.
Knot missing at end	15 s.
Button failure on judges inspection - button pulls away from fabric – loose - button pulls off	5 s. - 25 s.
Puckered fabric	10 s.
Blatant disregard for rules	2 min

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## TECH CHALLENGE

### Mark out Ground Plan (Team event)

Using the Ground Plan from the Scenic Designer the Stage Management Team creates a full-scale ground plan of the production's set on the floor of the Rehearsal Studio. This representation includes where all the furniture and other scenic elements are. This full-scale ground plan is then used by the director and actors during the rehearsal period to set blocking and get use to the boundaries and limitations of the set.

In this challenge your team must successfully use the scenic designer's ground plan to tape out the set in the given space. A center line, plaster line and stage area will be provided for you to use as reference. It is your job to use various color tapes to signify different parts of the set you are taping out. The scale ground plan will be in  $\frac{1}{2}''=1'0''$  and a scale rule will be provided.

Penalties - Add the following time to a score if:

Using the wrong type of tape	30 s.
Malformed corners (not meeting or overlapping)	5 s.
Inaccurate measurements within the scenic shape	15 s. per angle
Inaccurate placement of the scenic shape within the stage space	15 s.
Inaccurate scale translation into the stage space	15 s.
Incomplete ground plan when contestant calls "complete"	10 s. per missing line
Blatant disregard for rules	2 min.

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## TECH CHALLENGE

### Cable Roll up Relay (Team Event)

In Theatre it is important that when a show is struck, that all of the lighting cables are neatly stored on hooks or in neat piles. This event uses all of the team members in a relay style to disconnect and roll various lengths of power cable and store them in a neat manner.

Participants shall be in single file at the starting line, when the start is given the first person proceeds to the first cable connection, and separates the cables, then they properly roll the separated cable and secure it, they then move the cable to its proper storage location and then go back to the starting line where they tag off to the next person in line to do the same thing they did.

Once all the cables are rolled and the last person crosses the finish line the time is stopped and the rolled cables are judged for neatness and location.

There will be 4 cables used in this event, 2 – 10', 1 – 25' and 1 – 50', they will be connected 10 to 25 to 50 to 10.

Penalties - Add the following time to a score if:

Rolling the cable over arm	10 s.
Messy and inconsistent size roll	10 s.
Cable placed in wrong final location	5 s.
Blatant disregard for rules	2 min.