

MO Tech Challenge Info- Conference 2019

General Info

- Competition will consist of 5 events chosen from the following list
 - Costume Quick Change
 - Fold a Drop
 - Props Shift
 - Cable Relay
 - Leg a Platform
 - Thread a Sewing Machine
 - Lighting Hang and Focus
 - Knot Tying

- Maximum of 25 teams.
- Each school may only enter 1 team
- Teams must include between 3-5 members (single gender or mixed)- all must be inducted Thespians.
- All participants must wear Tech Challenge Team t-shirt to compete (will receive at conference registration)
- All participants must wear closed toe shoes at all times during the event for safety.
- Teams will be given a time to check-in for the event. Team Captain should check in their team to receive their score sheets.
- Score sheets should be given to the judge at each event station before beginning the event. The judge will fill in the time and return to the team.
- All team score sheets must be returned to the registration table by the Team Captain after the team has completed all 5 events or the time has expired.
- No eating or drinking in the competition area.
- There are penalties for blatant disregard for the rules and showing poor sportsmanship. These could result in a team receiving penalty points or being removed from competition.
- See conference schedule for preview time during conference

Costume Quick Change

2 person event

Maximum of 5 minutes

*Next team will change back from 2nd costume to 1st costume

Required Sequence:

1. Time begins when technicians leave the starting line. They will have up to 20 seconds to prep before the actor is released from the starting line. Standard prep conventions like “puddling of costumes” and “reverse dressing” are acceptable.

Puddling of costumes refers to the placing of pants, skirt, shoes, etc on the floor so an actor can step into them quickly.

Reverse dressing occurs when a dresser turns a shirt inside out, places his/her arms into sleeves, grabs hands of the actor and pulls the costume over the actor’s head and onto his/her arms at the same time.

*Actor can enter even if the technicians are not ready

2. After 20 seconds the actor is released from the starting line. Actor will be fully dressed in first costume.
3. Technicians will assist the actor out of the first costume: undo fastening, help lift costume over head, etc.
*Note- Actor can help unbuttoning, stepping out, removing shoes, etc- but only if the technicians request it.
4. Assist actor into second costume. Do fastenings and put on hats/accessories.
5. Return to start line with all of 1st costume pieces in hand. Costumes do not have to be rehung to end the event.

*Technicians will be asked to help rehang costumes after their time ends

Penalties

Items not placed properly on actors	+5 seconds
Lack of teamwork	+10 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event

Fold a Drop

4 person event

Maximum of 3 minutes

The team must fold a theatrical backdrop for storage. The drop will be laid out flat on the stage floor. The team members should plan who will be at each corner as the drop as folded.

Required Sequence:

1. Leave starting line
2. Make sure drop is wrinkle free
3. Make the first fold. The team must fold the pipe pocket (lower corners) to the webbing (upper corners). The drop should be folded to the tie lines, with the label plainly visible.
4. Fold again from lower edge to webbing, smoothing wrinkles
5. Continue folding until the width is approximately 3 feet, smoothing wrinkles and creases.
6. Fold the hemmed edges toward the center leaving 1' to 1'6" space for the final book fold.
7. Repeat until the drop can be folded into a square of 2 to 3 feet.
8. Fold the two halves of the drop on themselves, creating a booklike shape with one open end.
9. Move the folded drop into the box taped on the floor.
10. Team returns to starting line

Penalties

Folded off center	+5 seconds
Messy folds or pleats	+5 seconds
Drop does not fit into square	+5 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event

Prop Shift

2 person event

Maximum of 3 minutes

*Technicians may have 20 seconds to look over and prep off-stage props

*Next team can change from Act 2 back to Act 1

Required Sequence:

1. Leave start line
2. Clear the Act 1 props
3. Place Act 1 props in preset marks on the offstage table.
4. The Act 2 props should be taken from the offstage table and set on the onstage table
5. The Act 2 props should be taken from the offstage table and moved to the correct marks on the cloth covering the onstage table
6. Return to start line.

Penalties

Carelessly handling props/set pieces	+5 seconds
Setting props in wrong position	+5 seconds
Dropping props or placing them in pockets	+5 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event

Cable Relay

4 person event

Maximum of 5 minutes

Note: At the beginning of the event, all cables will be connected and have a tie-line connected to the female end. Once judging is complete, the team will restore the event, under the supervision of the judge, before being released.

Required Sequence:

Working one at a time, each technician will unplug and properly coil 1 cable, secure with velcro or tie line and place it in the designated storage spot. Technician will then return to the starting line and tag the next team member. Time stops when last technicians returns to the starting line.

Over/under coiling technique:

1. Hold one end of the cable in your receiving hand and grab another part about 2 feet farther down the cable.
2. Make the first coil normally, by bringing your hands straight together and accumulating that coil in your holding hand. Rotating both wrists slightly counterclockwise will help the cable bend the right direction. Let the cable spin in your hands to form a nice round first loop
3. Grab another piece 2 feet away, but as your bring this one in, rotate your wrist clockwise to invert the loop as it forms. It often helps to also roll the cable slightly between your thumb and fingers, to better guide it into flopping the right way. If the loop starts to twist funny or tries to figure-eight on you as it forms, twisting the cable in your fingers helps to flatten out the loop.
4. Add this inverted loop to your bundle. The part that heads for the floor should pass UNDER the loop you're just making. Now, if you look carefully at the rest of this particular cable going toward the floor, you may be able to tell that its twist will lend itself to coming up in a "normal" non-flipped loop. So reach for that next bit and make another straight-in loop.
5. Next comes another flipped loop. Grab the next part and rotate your wrist to invert the coil underneath and add it to the bundle.
6. Next comes a normal straight-in loop and then an under loop, etc. Just keep going that way- over, under, over, under- until the cable is finished

Penalties

Rolling cable over arm	+15 seconds
Messy and inconsistent roll size, each instance	+10 seconds
Cables not properly secured	+5 seconds
Failure to follow proper sequence	+5 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event

Leg a Platform

2 person event

Maximum of 5 minutes

Required Sequence:

1. Both technicians leave the start line.
2. Each technician picks up a wrench and a ratchet.
3. Each technician attaches a leg. Hardware sequence should be bolt, washer, wood frame of platform, 2"x4" leg, washer, nut (on inside of platform)
4. Technicians use the same tools to remove the other two legs.
5. Removed legs and hardware should be place in the corners of the platform from which they were removed.
6. Technicians return to the finish line

Penalties

Loose legs <ul style="list-style-type: none">• Slight wiggle• Medium wiggle• Very loose wiggle	+5 seconds +10 seconds +15 seconds
Placing things in mouth	+10 seconds
Inaccurate hardware sequence per incident	+10 seconds
Failure to follow proper sequence	+5 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event

Thread a Sewing Machine

1 person event

Maximum of 2 minutes

Required Sequence:

1. Leave the starting line
2. Remove bobbin housing cover
3. Insert the bobbin into the bobbin housing with the thread unwinding counter-clockwise
4. Remove thread spool cap and place thread on spindle
5. Replace thread cap and thread the machine, following the thread guide on the machine
6. Thread needle
7. Turn fly wheel and pull bobbin thread up through the sewing plate on the machine
8. Pull thread under the pressure foot to the back of the machine
9. Replace bobbin housing cover
10. Return to starting line

Penalties

Careless handling of equipment	+5 seconds
Incorrect threading sequence	+5 seconds
Incorrect insertion of bobbin into housing	+5 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event

Hanging and Focusing a Lighting Instrument

1 person event

Maximum of 5 minutes

Technicians may bring their own gloves/wrenches or use those provided. Only adjustable crescent wrenches may be used. Wrench must be tethered when it is out and put it in a pocket when not in use.

Required sequence:

*Technician should have gloves on and wrench in hand prior to start time

1. Place the c-clamp over the pipe. The opening of the c-clamp must face toward the person installing the fixture.
2. Finger tighten c-clamp
3. Install safety cable
4. Wrench tighten c-clamp
5. Open shutters
6. Plug in fixture
7. Position fixture to illuminate the shape
8. Tighten pan screw and rotate knob
9. Sharp focus
10. Shutter cuts to shape. Cuts must land on or within the 2" tape outline
11. Check orientation and focus
12. Drop in gel frame
13. Back to start line

Penalties

Placing items in mouth	+10 seconds
Dropping items or placing them on the ground	+10 seconds
Gloves not worn start to finish	+10 seconds
Items tethered around neck	+10 seconds
Gel frame incorrectly installed/forgotten	+10 seconds
C-clamp opening not facing installer	+5 seconds
Instrument hung upside down	+15 seconds
Safety cable not used properly	+10 seconds
Any item not tightened	+10 seconds
Shutter cut inside or outside 2" tape lines	+5 seconds each
Failure to follow sequence	+10 seconds
Focus is not sharp	+5 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event

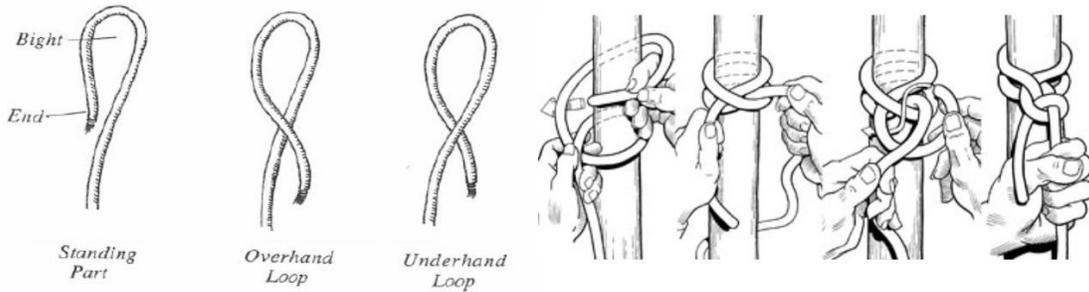
Knot Tying

1 person event

Maximum of 2 minutes

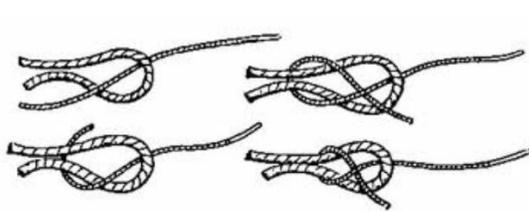
Required Sequence:

1. Leave start line
2. Tie a clove hitch on the pipe stand
3. Tie a half hitch (a locking knot) on the clove
4. Tie a second line to the first with a sheet bend (a tailor's knot). Participants must put the tails for the sheet bend on the same side
5. Use the end of the second line and tie a bowline
6. Participants must put the tail for the bowline on the inside of the loop
7. Participant signs complete with hands up

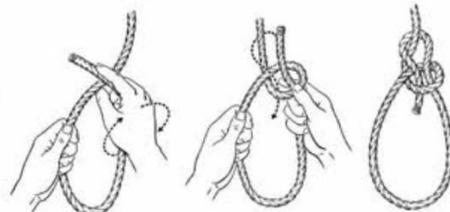


Knot terminology

Clove hitch with half hitch



Sheet bend



Bowline

Penalties

Placing rope in mouth	+5 seconds
Failed knots or incorrectly tied knots (penalty for each)	+2 seconds
Not having a minimum of 6" tail on all knot ends	+2 seconds
Outside bowline: tail on outside of loop	+2 seconds
Backward sheet bend: tail on opposite sides	+2 seconds
Failure to follow the sequence	+5 seconds

*Blatant disregard of the rules/safety will result in disqualification from the event