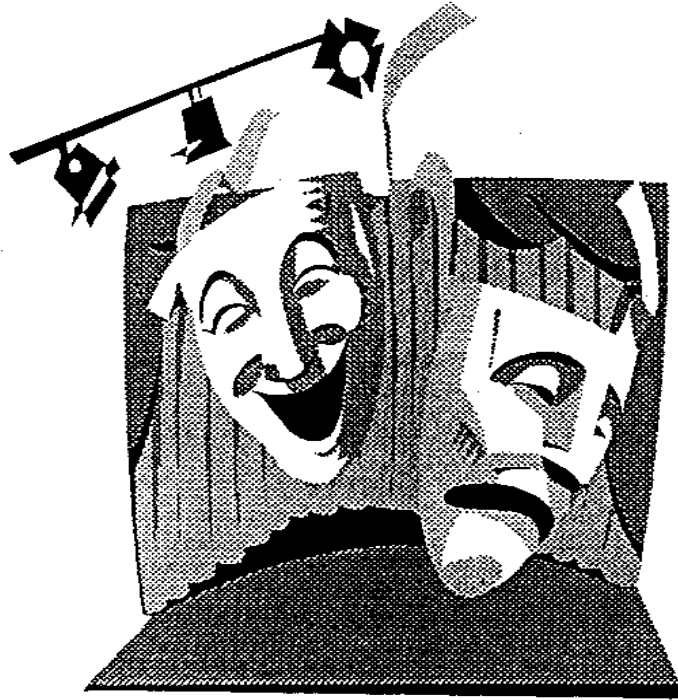


TECH OLYMPICS



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.

YOUR CHANCE TO GO HOME WITH A TROPHY!

- The Tech Olympics is a competition for school teams.
- The teams may have from three to five members.
- If a school has enough interested students, two or more teams may enter. Students may only participate on one school team though.
- Each event must be done by at least one member of the team. If several students do the event, the lowest time will be used for the team score.
- Each event must be done as rapidly as possible, consistent with both accuracy and safety.
- 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 event may be done twice and the lowest score (time) is counted.
- Each event has a START/FINISH LINE five feet from the place where the event is to be done; and time starts and finishes as the contestant leaves and returns to the line.
- The events are distributed around the room with space between each so that audience members can view the activity.

Please Note: All events subject to change. The overall competition will include at least four of the listed events, with the possible addition of a mystery event.

Possible Events

Over the past years, the following are the many events that have been included in the Tech Olympics/ Tech Challenge Program.

- Hang & Focus a Light
- Strike & Set up Props
- Thimble & Crosby
- Thimble & Sleeve – Nicopress
- Knot Tying
- Costume Change
- Sound System Setup
- Fold a Drop (Team)
- Layout a floor plan (Team)
- Sew a button
- Wiring a connector

Light A Geometric Shape

Prior to the event, the two lighting units have been hung, turned on, and focused. With the framing shutters, two geometric shapes are created (a rectangle, rhomboid, or parallelogram--18 to 24 in. on each side) on the wall with tightly focused beams. The shapes were enclosed with masking tape. The targets are now ready for the event.

When the contestant walks up to the starting line he should find a wrench, gel frame, work gloves, and the ellipsoidal spotlight sitting on its lens tube (out of focus) with the shutters shoved in. Picking up the unit, wrench, and gel frame the contestant runs to the boom stand, hangs the unit on the side-arm, engages the safety wire, tightens the clamp, plugs the unit in, focuses it, and frames the beam to the inside edges of the taped target, tightens all clamps/screws, and drops the gel frame into the unit's frame holder, and leaves for the finish line. The judge will tap the unit and it had better stay where the contestant set it or seconds will be added to the time.

Note: For safety, gloves must be worn at all times. Contestants may bring their own gloves.

PROP LIST

1 Goal Post setup (boom stand)

2 6" Ellipsoidal Spots with c-clamps, and a VERY SHARP-EDGED BEAM

2 gel frames

2 "Crescent" wrenches

Enough #12 or #14 stage cable to "Juice up" the units, with "Stage" to Edison adapters

1 roll of 3/4" or 1" masking tape to make targets on the wall and to make start/finish lines

2 pairs of lighting electrician's work gloves

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STRIKE AND SET UP PROPS

Prior to the event, the "on stage" table should be covered with the "Act I" table cloth (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.

The contestant must leave the starting line and clear the table cloth, dishes, glasses, and etc. from the "on-stage" table and place them on the pre-set marks on the off-stage table. The "Act II" table cloth (B) should be taken from the "off-stage" table and set in place on the "on-stage" table. The "Act II" plates, glasses and so fourth should then be taken from the "off-stage" table and moved to the correct marks on the cloth covering the "on-stage table." Once set, the contestant runs to the finish line. Judging includes how fast and how accurately the plates, glasses, and so forth are placed on the marks of both tables.

PROP LIST

A table, 3x3 square or round, can be larger (for on-stage table)

A table, can be 3x6 (offstage prop table)

2 table cloths (A & B) for on-stage table, marked with tape to indicate placement of dishes, etc.

Two place settings (plates, utensils, water glasses) and perhaps, a vase of flowers (on-stage table for Act I)

Brown wrapping paper cover on off-stage table, marked with both table settings

Two place settings (plates, coffee cups, utensils) and perhaps a sugar bowl and creamer (for Act II)

THIMBLE AND CROSBY (ALTERNATE WITH NICOPRESS)

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). Note: Fold the cable back approx. 4-3/4 in., put the clip on about 1/2 in. from the end. Insert the thimble and then affix the clip as tightly against the thimble as possible. Tighten down all nuts. The judge will check the nuts for tightness and the correct placement of the thimble and the two cable clips.

PROP LIST

A 3-foot or longer 1/4 wire rope

2 cable clips--Crosbys--extras would help in the event that one gets lost

A thimble

A small "Crescent" wrench (adjustable open-end wrench)

A table (approx. 3' x 3') on which to work

Please Note: All events subject to change. The overall competition will include at least four of the listed events, with the possible addition of a mystery event.

THIMBLE AND SLEEVE - NICOPRESS (ALTERNATE WITH CROSBY)

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. Note: Fold the cable back approx. 4-3/4 in., put the sleeve on about 1/2 in. from the end. Insert the thimble and then, using the NICO press tool, crimp the sleeve as tightly against the thimble as possible. Check the first crimp for "go" or "no go". The judge will check for sleeve for number of crimps, location and correct placement of thimble and the sleeve. The judge will cut the wire after each attempt, giving the student his loop, and leaving the coil ready for the next student.

PROP LIST

A coil of 1/4 wire rope (enough for 120+ attempts)
A thimble per attempt
A sleeve per attempt
A appropriate sized NICO press tool for the sleeve

KNOT TYING

Using the 3 ft. length of sash cord and the hemp line, the participant must tie the two lines together with a sheet bend (a tailor's knot). Following that, using one end of the 6-8 ft. sash cord, the contestant must tie a clove hitch on the pipe stand, as it should be tied to a fly-batten. When finished with tying one end of the 6-8 ft. sash cord to the pipe, the participant must tie a one-handed bowline around his/her waist while holding the edge of the table with the other hand--at no time should the contestant touch the line with both hands.

PROP LIST

A 3-foot length of #8 sash cord
A 6- to 8-foot length of #8 sash cord
A 3- or 4-foot length of 1/2" or 3/4" hemp line
A U-shaped pipe structure attached to the table (that the knots are tied on)
A table to clamp the pipe and hold the sash cord and hemp

COSTUME CHANGE

The contestant is, in this event, a member of the Wardrobe crew and must help an actress/actor to make a quick change. For equality in difficulty each sex uses the same type of costume--a suit. The wardrobe person must then leave the start line, run to the performer and help him/her out of the "Scene 1" suit and into the "Scene 2" suit (which is hanging on the rack next to the changing area). The "Scene 1" suit must then be hung correctly and neatly on a hanger, which is then hung from the clothing rack before the wardrobe person (contestant) may depart for the finish line.

PROP LIST

1 costume rack
2 wooden chairs
1 live, female model and 1 live male model, both in body suits
For each model:
1 men's dress/business suit to be taken off
1 men's dress/business suit to be put on
1 pair of tie shoes, the same as men's dress shoes
1 dress shirt with long sleeves--to be worn with collar and sleeves buttoned and tucked in neatly (not to be changed)

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FOLDING A DROP/CURTAIN (TEAM EVENT)

Prior to the event, the backdrop will be crumpled in a disorganized pile on the stage floor. The Team should pull the backdrop out flat on the floor. Next, they should determine the Center Line on the backdrop. If it does not have one, they will need to fold the drop in half in order to determine the center point. The team members should plan who will be at each corner as the backdrop is folded and who should check for the crispness of each fold or pleat. The drop when sufficiently narrow can be rolled to the top (where the tie-lines are) OR folded. The tie lines should be visible no matter which system is used. Once completed the Team returns to the finish line and one member says, "Done!"

PROP LIST

1 Painted drop or flat black curtain (avoid pleated for ease of event)
Room enough to layout a drop/curtain and allow students to move

SEW A BUTTON

Prior to the event, the needle will be threaded, but not knotted. The contestant will sew a button with shank on the material provided. The participant must loop through the button hole at least 4 times and wrap around the shank four (4) times. Both ends must be knotted. When complete the participant says, "Done!"

PROP LIST

4" x 4" square of muslin or cotton cloth
Shank style button
Basic cotton thread
Large head needles
Band-aids (optional)

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