



NY State Thespian Festival Tech Challenge 2019



The true spirit of Tech Challenge is to offer a fun, competitive, educationally sound environment that showcases the skills and talents of young theatre technicians. Each event is designed to demonstrate as closely as possible the techniques and practices used in the professional theatre industry.

Participants should feel free to ask questions of the judges in each event to help clarify rules or procedures before they compete. However, that is not the time to ask to be taught how to do an event. Participants are also strongly encouraged to watch, cheer for, and support other teams during the competition.

The following is a list of this year's events you can practice. All the criteria is listed below!

General RULES:

- Bring up to two teams of five for this year's TECH CHALLENGE!
- All participants must wear CLOSED TOED SHOES during the challenge.
- Score sheets need to be filled out PRIOR to the challenge (they will be provided at registration)
- Refrain from eating or drinking in the competition area.
- Exhibit good sportsmanship. This includes being supportive of other teams, respecting judges and volunteers, and gracefully accepting both wins and losses (cheering and team huddles ABSOLUTELY ENCOURAGED!)
- Poor sportsmanship and/or unsafe behavior can result in time penalties or disqualification from the event.

CATEGORIES:

1. Light Hang and Focus:

- a. This is a **TWO PERSON** event
- b. Participants will be asked to successfully hang and focus a Source 4 ellipsoidal spotlight. All equipment and tools will be provided.
- c. Sequence:
 - i. Participants should have gloves on and wrench in hand prior to start time.
 - ii. Leave the starting line on the judge's call.
 - iii. Locate the fixture.
 - iv. Hang the fixture.
 - v. Hand-tighten the C-clamp.
 - vi. Install the safety cable.
 - vii. Wrench tighten the C-clamp.

- viii. Open the shutters on the fixture.
- ix. Plug the fixture into power.
- x. Position the fixture to illuminate the shape.
- xi. Lock the fixture. Loosen and tighten the pan screw on the C-clamp or the rotation knob as necessary.
- xii. Place the fixture in a sharp focus.
- xiii. Make shutter cuts as necessary. Cuts must land on or within the 2” tape outline.
- xiv. Review fixture focus and make adjustments as necessary.
- xv. Insert gel frame.
- xvi. Return to starting line.
- xvii. Assist judges in restoring all equipment to pre-event conditions.

Penalties: Hang and Focus a Light

Placing items in mouth	10 seconds
Gloves not worn beginning to completion	10 seconds
Items tethered around neck	10 seconds
Gel frame not installed properly or 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 for the rules	disqualified

2. Leg a Platform:

- a. This is a **TWO PERSON** event
- b. In this challenge, one platform is available, and the pair must attach two legs and remove two legs, leaving the platform ready for the next team. One leg is attached to the platform and three are not. The platform is 2'x4', framed with 2"x4"s with a 2"x4" leg for each corner.
- c. Sequence:
 - i. Both team members leave the start line.
 - ii. One member picks up a drill and screws from the table.
 - iii. The team attaches three legs.
 - iv. The team flips the platform over and one team member stands on it.
 - v. The team flips the platform back over.
 - vi. Pair uses the same tools to remove three legs.
 - vii. Removed legs and hardware should be placed in the corners of the platform from which they were removed.
 - viii. Pair returns to the finish line and one says, "Done!"

Penalties: Leg a platform

Loose legs	
Slight wiggle	+5 seconds
Medium wiggle	+10 seconds
Very loose wiggle	+15 seconds
Placing things in mouth	+10 seconds
Failure to follow proper sequence	+5 seconds
Blatant disregard for safety	Disqualification

3. Costume Quick Change and Sew a Button:

- a. This is a **THREE PERSON** event
- b. Sequence for quick change:
 - i. One person is the ACTOR, two people are the DRESSERS
 - ii. The wardrobe crew will have up to 20 seconds for prep before the actor is released from the start box. The actor will enter even if wardrobe crew is not ready.
 - iii. Time begins when wardrobe crew leaves the start box and begins prepping. Standard conventions like “puddling of costumes”* and “reverse dressing”** are acceptable quick change techniques.
*Puddling costumes refers to the placing of pants and shoes on the floor so an actor can step into them quickly.
**Reverse dressing occurs when a dresser turns a shirt inside out, places his or her arms in sleeves, grabs the hands of the actor, and pulls the costume over the actor’s head and onto his or her arms at the same time.
 - iv. After 20 seconds, the actor is released from the start box to the quick change box. The actor will be fully dressed in the Scene 1 outfit.
 - v. Wardrobe crew to assist the actor out of the Scene 1 outfit: undo fastening, help lift costume over the head or off the arms. Note: The actor can help unbuttoning, stepping out, removing shoes, etc. but only if the wardrobe crew requests.
 - vi. Assist the actor into Scene 2 outfit: do fastenings completely and put on hats or accessories.
 - vii. Once set, the wardrobe crew returns to the start box with all Scene 1 costume pieces in hand. (Note: Costumes do not have to be rehung to end the event. Technicians, however, will be asked to rehang costumes after their time ends.)
- c. Sequence for button:
 - i. Securely stitch a 1” button to a piece of cloth crossing through holes in an “x”
 - ii. Holes must be crossed through three times
 - iii. Tie off button, cut off extra thread

Penalties: Quick Change

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

Penalties: Sewing

Button is loose	+15 seconds
Puckered fabric	+10 seconds

4. Set Up a Prop Table and Coil a Cable:

- a. This is a **TWO PERSON** event
- b. For the prop table, each team will have to change the set quickly and efficiently from Act 1 props to Act 2 props and creatively insert their “character” into the scene. The onstage table will be set for Act 1 (tablecloth, plates, utensils, etc.) with spike marks under the tablecloth for Act 2 props. The offstage table will be taped and hold Act 2 props, which include plates, cups, utensils, etc. There will also be sections taped for Act 1 props to be placed there when they come offstage.
- c. Sequence:
 - i. Leave the start box.
 - ii. Clear the Act 1 props and set.
 - iii. Place Act 1 props in the preset marks on the offstage table and scenery pieces on the taped marks on the floor.
 - iv. The Act 2 props and set should be taken from the offstage table and set on the onstage table and Act 2 spike marks.
 - v. The Act 2 props should be taken from the offstage table and moved to the correct marks on the cloth covering the onstage table.
 - vi. Once set, the contestants return to the start box for time to stop.
- d. For the coil, all cables will be in one continuous run, beginning with a 10’ cable connected to a 15’ cable connected to a 25’ cable connected to a 10’ cable. (For ease of restoring the connection sequence, the cable connection points will be labeled with a piece of tape on the floor showing the length of the next connected cable. That is, the label at the first cable will be 10’ and at the next connection label 15’ and so on. The cables used for this event are power cables, although sound or DMX cables may be used as a variation on the event.)
- e. Sequence:
 - i. Proceed to the first cable connection point.
 - ii. Disconnect the cable and roll up the cable properly using the “over/under” rolling technique (listed below)
 - iii. Secure cable using the tie line or Velcro
 - iv. Place cable in the designated storage spot.
 - v. Tag the next participant to begin and proceed back to the starting box.
 - vi. This procedure continues until the last cable is rolled and stored and the last participant is in the starting box.

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 you 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. That is the key. This is your first "flipped" loop. It may look and feel a little wonky, but this is exactly what you want. 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: Prop Table

Carelessly handling props/set pieces	+5 seconds each instance
Setting props in the wrong position	+5 seconds

Penalties: Cable Relay

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

5. Spike a Set:

- a. This is a **FULL TEAM** event
- b. Team receives a basic floor plan to scale and a tape measure. Purpose is to mark out where set pieces will be placed using spike tape.
- c. Sequence:
 - i. Leave start line
 - ii. Grab tape and tape measures (which will be provided)
 - iii. Measure and spike each set piece (i.e. table, chair, couch, archway, doorway, etc.)
 - iv. Go back to start line and say "Done!"

Penalties: Spike a Set

Malformed corners (not meeting or overlapping)	+5 seconds
Inaccurate measurements within the scenic shape	+15 seconds
Inaccurate placement of the scenic shape within the stage space	+15 seconds
Incomplete ground plan when team calls "done"	+10 seconds