WELCOME TO THE TECH OLYMPICS!!!

Please read before coming to camp, so you will have an understanding on what 'Tech Olympics' will intel. Again, each skill will be taught in the Tech Master Class.

Tech Olympics
OCTA Youth Conference 2019

Fully realized theatre productions would not be possible without the technical staff to build and implement the scenery, properties, costumes, sound, and lighting. There are some basic skills every good technician should learn and practice. The purpose of this Olympiad is to help some of our young technicians learn and practice a few of the basic skills they will be able to use in the future, and why not make it a fun competition to show off their new talents. ☺

Overall Event Guidelines:
- During the competition, participants must wear long pants (no sweat or yoga pants), a short or long sleeved shirt (no tank tops), closed toe & heel shoes (no high heels), long hair tied back, and no long/oversize jewelry.
- Participants must wear provided safety eye protection when needed.
- Equipment and tools used during competition will be provided by Conference Staff. No Personal Gloves or Tools will be permitted.
- Each participant will compete in all 3 events.
- Events will be assessed by time, accuracy, and safety to determine the top competitor(s) for each event. Time Stop will be called at 5 minutes during all events.
- Awards will be given for the top competitor or team in each event.

Events:
1. Costume Quick Change: Team Event
- Participants will direct and assist an actor through a quick costume change while maintaining decorum and organization.
  - The actor is dressed in their Beginning Costume and when time begins, the participant will direct and assist the actor in removing their beginning costume and putting on their Ending Costume.
  - The actor will not assist the participant unless directed to do so by the participant.
  - Beginning Costume must be placed neatly in the designated storage area.
  - Time is stopped when all pieces of the Ending Costume are properly put on the actor and the Beginning Costume has been neatly placed in the designated storage area.
  - Event is timed and checked for accuracy of costume change. Time will be added for each mistake, missing piece, or improperly stored Beginning Costume.
  - Fastest time including any penalty time wins.

2. Lighting Hang & Focus: Team Event
- Using a standard hang card, each team will hang two lighting instruments on a provided pipe, focus those instruments on a set of given shapes, and install a color filter in the frame. Teams will complete the event by striking the instruments to their starting position.
  - Adjudicators will check for errors (loose fit, soft/incorrect focus, upside down, etc.) following the hang and focus.
  - Following adjudication, the teams will strike the equipment back to their home positions (shutters in, color filter out, tail tied up, etc.).
  - Event is timed and checked for accuracy of each task. Time will be added for each mistake.
  - Fastest time including any penalty time wins.

3. Cable Wrap & Toss Relay: Team Event

o Team members stand at end of the stage. The event begins with one 25' cable (mic or Edison extension preferred) laid flat and straight, the connectors placed beyond the taped limit lines, which are 24' apart.
  - Player 1 wraps the cable using the proper over/under technique while walking to opposite end.
  - With the cable completely coiled and standing behind the 24' tape mark, she holds one end of the cable and tosses the coil back toward the opposite side of the stage.
  - If the cable is coiled correctly, it will unwind when tossed and land flat without any kinks or knots.
  - If there are any kinks or knots, player 1 only must straighten them and extend the cable past each tape mark.
  - Cable must be laid flat, knot-free and stretched across limit lines before player 2 may touch the cable to begin his turn.
  - The team's time is the total time it takes all players to wrap and toss the cable.
  - Event is timed and checked for accuracy of each task. Time will be added for each mistake.
  - Fastest time including any penalty time wins.