

TECH Rodeo 2016

Refer to this information as you prepare for the Tech Rodeo.

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.

- Tech Rodeo is a competition for school teams.
- The teams may only have 4 members.
- If a school has enough interested students, up to 8 teams can enter for each round. There are only two available rounds. Students may only participate on one school team though.
- Each event must be done as rapidly as possible, consistent with both accuracy and safety.
- The participants' SCORE is the number points it takes to accomplish the task with penalty points taken away for errors, depending upon the severity of the error(s).
- All events have 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, unless otherwise noted.
- The events are distributed around the apron/pit of the stage with space between each so that audience members can view the activity.



HANG & FOCUS A LIGHT

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. The fixture should be set on the floor with pan screw loosened, shutters pushed in, lens all the way in and focus knob finger tight, C-clamp bolt where it was last left and yoke bolt tightened.

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

Units will heat up during the event. Generally have 2 units in use, with 2 units on the side. That way if units gets too hot, can change for one that has cooled down. A floor fan helps.

Student should unhang the fixture upon completion of the event, but it helps to have a technician who presets the light the same way for each contestant.

Prop List

1 Goal Post setup (boom stand)

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

1 gel frames

1 gobo frame

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

Maximum Time Limit: 5 minutes

Light 1

1. Put on gloves and collect hardware (1 point)
2. Locate Fixture (0 points)
3. Hang Fixture on spike tape (1/2 point)
4. Hand tighten C-clamp (1/2 point)
5. Install safety cable (1/2 point)
6. Wrench tighten C-clamp (1/2 point)
7. Open shutters (1/2 point)
8. Plug in fixture/ Turn on (1/2 point)
9. Position fixture – Rotation and basic focus (1/2 point)
10. Lock it: tighten pan screw and rotation knob (1/2 point)
11. Sharp Focus (1/2 point)
12. Shutter cuts to shape (1/2 point)
13. Drop in gel frame (1/2 point)

Light 2

1. Locate Fixture (0 points)
2. Hang Fixture on spike tape (1/2 point)
3. Hand tighten C-clamp (1/2 point)
14. Move on to light 2 (0 points)

4. Install safety cable (1/2 point)
5. Wrench tighten C-clamp (1/2 point)
6. Open shutters (1/2 point)
7. Plug in fixture/ Turn on (1/2 point)
8. Position fixture – Rotation and basic focus (1/2 point)
10. Lock it: tighten pan screw and rotation knob (1/2 point)
11. Sharp Focus (1/2 point)
12. Shutter cuts to shape (1/2 point)
13. Drop in gel frame (1/2 point)
14. Back to Finish line (0 points)

Total Points: 12

Penalties:

Dropped tool: - 3 points (For each Step)

Skip a step: - 1 point (For each step)

Forget a step: - 1 point (For each step)

Running out of time: - 3 point

STRIKE AND SET UP PROPS

Prior to the event, two s will be stationed on the pit of the stage. One table is bare, which is the "Dinning room Table." The second table sits "offstage" and holds a box, which contains a large amount of props. The contestant starts by standing off stage with their judge, studying a picture that contains the place setting they must copy. When the contestant feels comfortable, they have 30 seconds to complete their prop change by sifting through their prop box to replicate the image, set the table in their most controlled and quickly manner, and exit the stage.

Prop List

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

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

1 Box, contains Dinning table props and miscellaneous props

1 tablecloth, for on-stage table, marked with tape to indicate placement of dishes, etc.

4 place settings (plate, 1 fork, 1 spoon, 1 napkin each)

1 vase with flowers place setting

1 serving bowl

1 water pitcher

Maximum Time Limit: 5 minutes

Recommended Sequence

1. Leave the start line
2. Head to judge to study image, **max. time: 4 minutes 30 seconds**
3. Head to table to find tablecloth, plates, utensils and napkins
4. Place props on table
5. Return to Prop box to grab centerpiece, pitcher and bowl
6. Once set, the contestant runs to the finish line.

On the table:

1. Tablecloth (1 point)
2. Centerpiece (1 point)
3. Pitcher (1 point)
4. Serving bowl (1point)
5. 4 place settings: 1 plate, 1 spoon, 1 fork, 1 napkin each (4 points)
6. Finished on time (1 point)
7. Calm behavior (1 point)

Penalties:

Dropped prop: - 2 Points (For each prop)

Carrying props to make noise: - 3 points

Knocking over prop: - 1 Point (For each prop)

Forgetting prop: - 1 point (For each prop)

Running out of time: - 3 points

Total points: 10

Finishing 1st out of all teams (4 points)

Finishing 2nd out of all teams (2 points)

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. The contestant must leave the start line, run to the table to grab "Scene 2" look, then run to the performer and help him/her out of the "Scene 1" costume and into the "Scene 2" costume. The "Scene 1" costume must then be lay correctly and neatly on a table in their designated spot, which is then placed before the contestant may depart for the finish line.

Prop List

1 costume table with brown paper, separated into individual clothing pieces

1 live model (actor/actress)

1 Scene 1 outfit: Dress, Necklace, Watch, Hat, Heels, Hair in a bun, and wedding Ring

1 Scene 2 outfit: Earrings, blouse, Pants, Flats, and Hair up

Maximum Time Limit: 5 minutes

Take off:

Dress (1 point)

Necklace (1 point)

Watch (1 point)

Hat (1 point)

Heels (1 point)

Ring (1 point)

Hair out of bun (1 point)

Put on:

Earrings (1 point)

Blouse (1 point)

Pants (1 point)

Flats (1 point)

Hair up into ponytail (1 point)

Finishing 1st out of all contestants: 4 points

Finishing 2nd out of all contestants: 2 points

Total Points: 11

Actor should be told ahead of time, that if the contestants ask for his assistance, such as please unbutton the shirt, then he may help, but if not asked, he shouldn't do anything. 😊

Penalties:

Rudeness: - 3 points

Running out of time: - 3 points

Forgetting costume piece: - 1 point (for each piece)

CARTOON A SCENIC DRAWING

Contestants will be expected to match a small gridded picture onto a larger two-foot by two-foot square. The gridded picture will be divided into a 9x9 grid. The teams will be judged on accuracy of the cartooning and matching the original drawing by each box.

Maximum time: 5 minutes

PROP LIST

A small pre-gridded picture for each team

A two foot square piece of craft paper, also pre-gridded.

Vine charcoal

Water

A sponge

Total points: 9

Finishing 1st out of all teams: 4 points

Finish 2nd out of all teams: 2 points

Penalties:

Running out of time: - 3 points

Throwing any item: - 3 points (For each item)