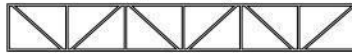


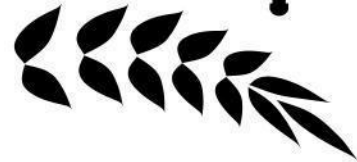
# SCTA's TECH OLYMPICS



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This event allows theatre students to demonstrate their accuracy, speed, and efficiency as well as creativity, ingenuity, and teamwork in executing technical theatre skills in a fun and competitive arena. This competition is **open to all schools** (all teams must be SCTA members and registered for the convention).

There are 6 challenges that may include things like: knot tying, light focus, prop shift, costume change, button sewing, stage management, and more for the fastest time and accuracy.

- Participation Fee: Part of the Individual Event schedule (\$10 per event)
- Teams are made up of 4 – 6 members. *Everyone on the team must participate.*
- Participants may NOT participate on more than one team.
- Schools may enter as many teams as they want.
- If you don't have enough students to make a team – teams can be assembled by SCTA at convention.

SCTA Tech Olympics is an opportunity to not only represent your school, but to invest time in technical education, study of proper techniques, and applications within our industry. We want our South Carolina schools and students to create fun environments for learning how to do technical theatre with safety in mind and create a base for future work in our industry. Though there is a time limit, focus should be on education and not the prize at the end.

By entering the Tech Olympics your students will be able to network with students, college professors, and other industry professionals from top local companies who may be able to connect you with a college that fits your needs. **Learn** proper techniques and safe practices used by our industry. **Represent** your school in the Tech Olympics. **Compete** against other schools in lights, audio, stage management, costumes and much more. **Encourage** your students to break out of their comfort zones and talk with others in the room. **Challenge** them to compete in and outside an area they are not familiar with to broaden their experiences.

## About the South Carolina Theatre Association

**Mission:** To connect, create, and cultivate theatre in South Carolina.

**Vision:** To transform the lives of all South Carolinians through theatre.

**Purpose:** To bring together theatre groups – Educational Theatre, Community Theatre, Professional Theatre, and High School Theatre – to improve and further the cultural growth of theatrical art by mutual aid and advancement and stimulation of public interest.

## 2023 SCTA Tech Olympics General Rules for the Competition

### Team Formation

- To qualify for the competition, the team must have a minimum of four (4) eligible team members and a maximum of six (6) eligible team members. Can be a collaboration of different schools if necessary.
- No undergraduate, graduate students, or faculty members can compete.
- Each team consists of only high school students.

### Eligibility

- Each participant **MUST** be registered as a full conference attendee. Only members that are registered for the full conference can participate. Anyone associated with the conference may observe.
- An individual person may only participate on one (1) team.
- Under/Graduate students and faculty members may serve as coaches, coordinators, and/or advisors, but may not compete in any events or enter any event competition area. Once an event is started coaching may lead to a Disqualification.
- No person will be allowed to compete while under the influence of drugs, alcohol, prescribed drugs that can cause drowsiness, lightheadedness, or disorientation.
- Once a student is in line for an event, coaching is no longer allowed.
- Participation and number of attempts is determined per event. Please see rules of each area to see what your expectations are for each event.
- **Be respectful to all adjudicators, remember everyone involved is a volunteer.**

### Events and Safety

- Some events allow participants or teams to have two attempts. Second attempts will be allowed later in the events, and will be offered at the discretion of the adjudicator. Once an event is opened for second attempts, they will be given on a first-come, first-served basis, and any participant or team who has not had a first attempt will be allowed to go in front of anyone who is in line for a second attempt.
- Adjudicators have the discretion to prevent a person from participating in any event if they feel that the participant may be injured, or may injure others.
- If your school is participating in a show please see coordinator to make sure there is an equal opportunity for your students to participate.
- Specific personal protection equipment will be provided (PPE) at each event; however, each participant must wear appropriate attire to be allowed to participate. Specifically:
  - Wear durable, comfortable clothing that protects you from known hazards. Jeans and a T-shirt are the standard uniform for most conditions. Loose fitting clothing is not recommended, and may result in disqualification, depending on the event and the adjudicator.
  - **Wear closed-toed shoes.** Open-toed shoes of any sort are forbidden. Sneakers preferred.
  - Long hair must be put up or tied back. A cap can also be used to keep your hair up.
  - Large rings or dangling jewelry will not be allowed in certain event areas. It is better to leave them behind for the event.
  - Lighting – **You can bring your own gloves** if they have full fingers (not fingerless) and bring your own wrench if it is a standard C-wrench. Adjudicators have the discretion to allow or disallow these items.

- **Posted event rules may be amended by the adjudicators to facilitate a safer or smoother event. Every team will be treated equally under these changes.**
- A person or event team may be disqualified if the adjudicators feel that the person or team is placing themselves or others in jeopardy.
- A person or event team may be disqualified if the adjudicators feel that the person or team is ignoring the spirit of the event.
- Team spirit is highly encouraged, and we love to hear cheers for your teammates. However, some events require silence. Cheering near the props event and floor taping event will not be allowed. Teams who violate this rule will be given one warning. A second warning will disqualify all members of the team from winning prizes or earning the top award.

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## Lighting

Lighting provides a tool for setting the mood of a scene. The responsibility of hanging and focusing the lights for a show falls on the hang crew overseen by the **production electrician (P.E.)** There are several types of lighting instruments that the P.E. will use in the theatre. Each type of instrument plays a key role in the overall lighting scheme. It is important that the P.E. has a broad understanding of these instruments, how they are installed, and how they are focused. One of the instruments that you will use the most is the **ellipsoidal reflector spotlight**. There are many types of ellipsoidals from different manufacturers and different eras; one of the most common is the **ETC Source 4 Ellipsoidal Spotlight**.

### Tech Olympics Event: Hang and Focus a Lighting Instrument

#### *Individual Event*

*Two people per team can try this event with a maximum of two tries.*

#### **ETC Source 4**

The production electrician uses many kinds of lighting instruments. In this challenge, participants will be asked to successfully hang and focus an ETC Source 4 Ellipsoidal Spotlight. All equipment and tools will be provided, but participants can bring their own gloves or adjustable wrench.

#### **Rules and required sequence**

1. Participants must not step past the tape which indicates the edge of the **catwalk**.
2. Participants must wear gloves on both hands always and use adjustable wrenches. **No speed wrenches or fingerless gloves.** Participants may wear an apron, but it must not have an attachment around the neck.
3. Participants must tether their wrench when it is out and put it in a pocket when not in use. At minimum, all wrenches brought must be attached to an 18" minimum tie line tether when in use. Items should never be tethered around a participant's neck or over the shoulder. Please note that items that fall from the apron will be counted the same as dropping an item.
4. Participants must not carry gel frames in a pocket.
5. Participants must provide the sharpest possible focus of the fixture.
6. Follow the sequence and additional instructions below.

*Note:* The safety cable must stay with the fixture. When the unit is secured properly to the pipe, powered on, and correctly focused to the shape marked out on the wall, then the event has been successfully completed. The ETC Source 4 Ellipsoidal has a drop-in iris slot on the top of the fixture. The gel clip holder should also be on this side of the fixture. The gel clip holder needs to be on top of the fixture when it is focused. Not all ellipsoidal fixtures have gel clip holders. The maximum time allotted is four minutes.

For a video demonstration, visit:

<https://www.youtube.com/watch?v=9pp-y-r8NoY>

<https://www.youtube.com/watch?v=qNsZOOmnSUE>

[https://www.youtube.com/watch?v=NK\\_A1c1W2NE](https://www.youtube.com/watch?v=NK_A1c1W2NE)

**Note: The videos are references please follow rules set by SCTA.**

#### **How to hang an ETC Source 4 Ellipsoidal Spotlight:**

1. Place **C-clamp** over the pipe at the designated hanging location. The opening of the C-clamp must face downstage of the electric pipe which is towards the person installing the fixture, enabling unobstructed access to bolts.

2. Finger tighten the pipe bolt
3. Attach the **safety cable** through the **yoke** and around the electric pipe.
4. Tighten the pipe bolt and adjust the C-clamp as necessary so that it is secure on the electric pipe. Pipe bolt should be no tighter than a quarter turn past finger tight.
5. Pull all of the shutters in the fixture to open.
6. Plug the **tail** of the lighting instrument into the designated **circuit**.

#### **How to focus an ETC Source 4 Ellipsoidal Spotlight:**

1. Adjust the **pan** of the unit so that it is set in the desired location.
2. Adjust the **tilt** of the unit so that it is set in the desired location.
3. **Focus** the **beam** to the desired beam edge by adjusting the lens tube.
4. Using the **shutters** and the rotation knob as necessary, shape the beam to the desired shape and angle.
5. Make sure all nuts, handles and knobs are tightened so the instrument does not **drop focus**.
6. Drop **color** into the color slot of the instrument and secure the gel clip.

#### **How to set the angle within the yoke:**

1. Loosen the yoke locking knob. Do not remove them.
2. Tilt the fixture to the desired position.
3. Tighten the yoke locking knob to secure the fixture in position.

#### **How to focus the beam:**

1. Loosen the beam focus knob located under the barrel.
2. Slide the lens tube forward or backward to achieve the desired beam edge.
3. Once the fixture is focused, tighten the beam focus knob.

#### **How to rotate the angle within the fixture:**

1. Loosen the rotation locking knob. Do not remove it.
2. Rotate the barrel of the fixture left or right to the desired position.
3. Recheck the focus of the beam for sharp or soft focus and then tighten the rotation locking knob to secure the fixture in position.

#### **Required sequence**

1. Participants can ask questions prior to start. There is no help from faculty once you have entered the line.
2. Leave the starting line on the judges' call and put on gloves.
3. Pick a focus card off of the table
4. Locate the fixture.
5. Hang the fixture.
6. Hand-tighten the C-clamp.
7. Install the safety cable.
8. Wrench tighten the C-clamp.
9. Check and tighten as necessary the yoke bolt on the side and bottom of the C-clamp.
9. Pull the shutters out.
10. Plug the fixture into power.
11. Turn on address/channel that you are plugging into
12. Position the fixture to illuminate the shape.
13. Lock the fixture. Loosen and tighten the pan screw on the C-clamp or the rotation knob as necessary.
14. Place the fixture in a sharp focus.
15. Make shutter cuts as necessary.
16. Review fixture focus and make adjustments as necessary.



- 17. Insert gel frame and secure the gel clip.
- 18. Return to starting line.
- 19. Assist judges in restoring all equipment to pre-event conditions.

**Penalties: Hang and focus a light**

Add the following time for:

Moving in front of hang pipe, stepping past tape	25 seconds
Improper Conduct: Placing items in mouth	10 seconds
Improper Conduct: Dropping items or placing on the ground	10 seconds
Improper Conduct: Gloves not worn beginning to completion	10 seconds
Improper Conduct: Items tethered around neck	10 seconds
Improper Conduct: Wrench not tethered	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
Shutters not open before plugging in	5 seconds
Shutter cut spilling onto tape	2 seconds
Shutter cut up to 2" inside/outside shape	5 seconds
Shutter cut more than 2" inside/outside shape	10 seconds
Focus is not sharp	5 seconds
NOT following the hang card	5 seconds/infraction
Failure to follow sequence	10 seconds
Bonus for receiving no penalties	-5 seconds
Blatant disregard for the rules	Disqualified

**Exceeding Time Limit of 4 Minutes will result in disqualification**

## **Props**

*One team per school gets two attempts. 5-minute time limit.*

Two tables will be used in this event. One of the tables will be onstage and the other will be a folding table designated as the offstage prop table. The “off-stage” table will have items from Act 2 on placed on it while the “onstage” table will be set for Act 1. The team will be instructed when to start and will switch from Act 1 to 2. Their time will stop after they both cross the start/finish line and tell the judge they are finished. They will then help reset the tables from Act 2 to 1.

### **Rules and required sequence**

1. Prior to event, participants may have time to look over "off-stage" props and photo and paperwork of setup.

No touching or presetting of props is allowed.

2. Stand behind start/finish line. On the signal (GO) from the adjudicator, the timing will begin.

Participants may now leave the start/finish line.

3. Strike all props (books, glasses, lamp, flowers, etc.) from the on-stage table.

4. Place them on the pre-set marks on the off-stage prop table.

5. Place the tablecloth on the "on-stage" table.

6. Place the other props (plates, glasses, utensils, etc.) on the correct marks on the cloth covering the "on-stage table".

7. Once set, the participants return to the finish line, and the timer is stopped.

### **Penalties: Strike and Set Up Props**

Add the following time for:

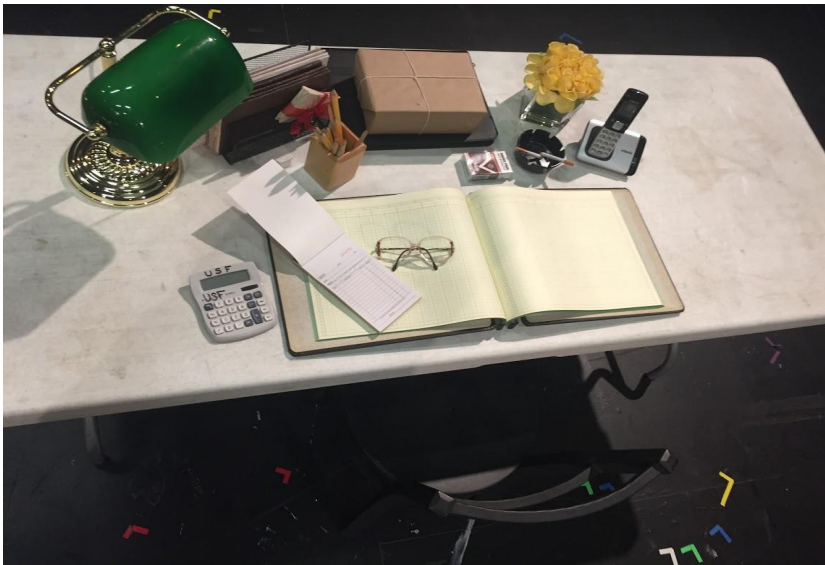
Any prop dropped on floor	10 seconds per item
Clanking props/making noise with props - Judge's Discretion	5 seconds
Picking up or carrying props in a manner that may damage or break prop	5 seconds
Placing any item in the mouth	5 seconds
Wrong prop placed on table	5 seconds
Improper position - missed mark on set table	5 Seconds per item
Tablecloth not set in proper orientation -US/DS	3 Seconds
Tablecloth not straight on set table - corners flipped	3 Seconds
Improper position - missed mark on prop table	3 Seconds per item
Silverware upside down or turned around	2 Seconds per item
Failure to follow the sequence	10 seconds
Blatant disregard for the rules	Disqualified

DQ - Team does not assist in resetting the event

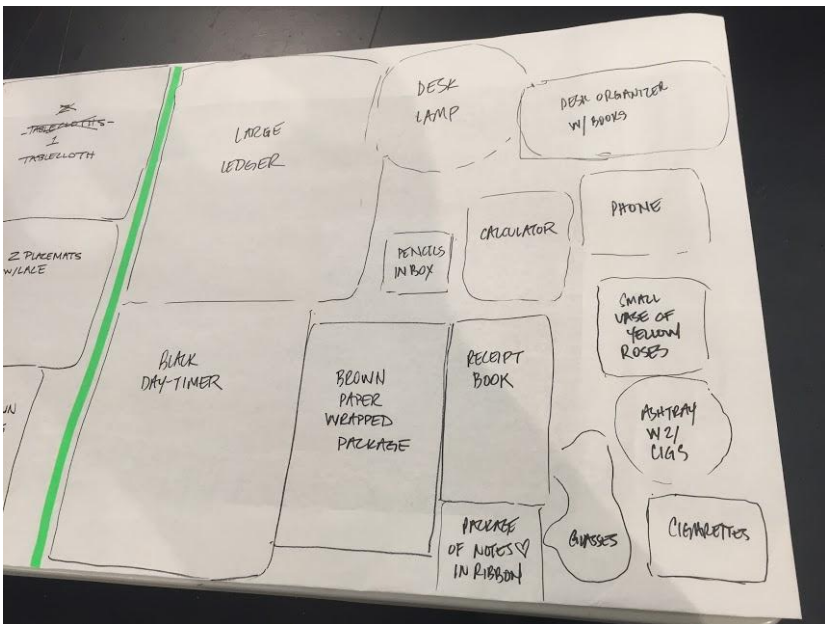
**Exceeding Time Limit of 5 Minutes will be a disqualification**

*\*Pictures of how everything needs to be set up on and off stage are included.*

*\*\*As an example of prop set up please see the pictures on next page. Actual setup will be given to participants on day of event. Please use this as an example to setup your own to practice.*



Act 1 Pre-set



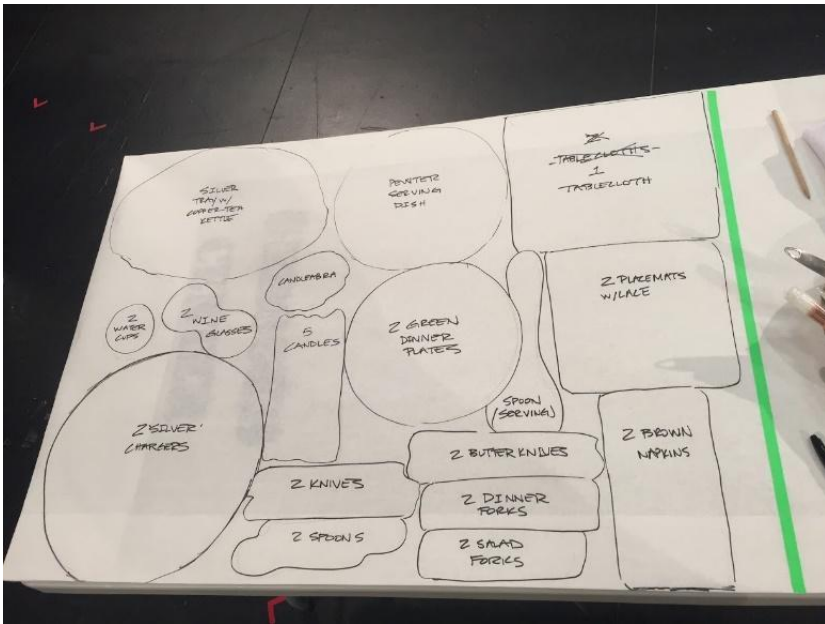
Prop Table Act 1 (no props)



Prop Table Act 1 (w/ props)



Prop Table Act 2 (w/ props)



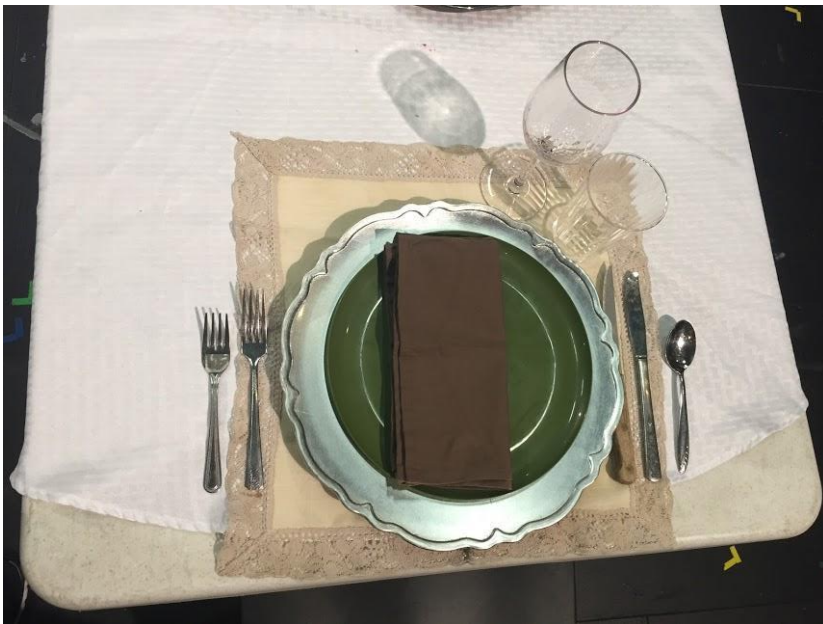
Prop Table Act 2 (no props)



Act 2 table set up



Center of table



Stage right and stage left



Stage right view of full table, there is a chair on each end.

## Wardrobe

Any wardrobe technician must be able to fix costume problems, such as reattaching buttons, quickly.

### Tech Olympics Event: Sew a button

#### *Individual Event*

*Two people per team can participate in this event, and each gets two tries.*

In this challenge, participants must sew a **two-hole button** on the fabric provided. The needle will be threaded, but not knotted. Participants will be given the two-hole button, the threaded needle, and scissors. Maximum time allotted for this event is four minutes.

For video demonstrations, visit:

[Hand Sewing 2 Hole Button](#) (good verbal description and clear video)

[How to Sew a Two Hole Button](#) (another good verbal description)

[How to Sew a Button - for Absolute BEGINNERS](#) (see 0:30-2:08 for 2-hole button using thick button thread; no narration)

**Note: Please follow the rules provided by Tech Olympics. These videos show close-up examples of how to successfully sew on a 2-hole button, but may differ from each other and/or the following rules in some specific instructions.**

#### Rules and required sequence

1. Pick up the needle and knot the thread so that you are working with double thread. Trim the thread tail beyond the knot.
2. Place the needle into the fabric, starting at the back side (a.k.a. wrong side) of the “garment”, bringing it through the front, so the knot is cleanly situated on the back.
3. Bring the needle through one of the holes on the button, from the back to the front, then insert the needle into the other hole, from the front to the back, and pull the thread through.
4. Insert the needle into the fabric about the same distance away from the first thread as the two holes are space on the button. Pull all the thread through to the back side of the fabric.
5. This is your first stitch securing the button; pull the stitch semi-tight. The button should be spaced about  $\frac{1}{8}$ ” from the fabric (not completely flat against the fabric). This space will leave room for the thread shank later.
6. Insert the needle back through to the front, immediately next to the knot. This should help the needle go up through the first hole of the button. Pull the thread all the way through so it is tight and flat along the back of the fabric (but not so tight that it causes puckers). Remember to keep a little space between the button and the fabric.
7. Go back down through the other hold in the button, back through the fabric to the wrong side. This is your second stitch attaching the button.
8. Repeat this stitch 2 more times so that you have made 4 passes through the button holes, which should equal 8 individual strands of thread attaching the button. Continue to be mindful of keeping the button spaced a little away from the fabric to leave room for the thread shank.
9. Once you have 4 stitches through the holes of the button, come back up from the wrong side to the right side of the fabric. This time do not go through the button. Wrap your thread around the button 4 times, making sure the wrapping thread is snug to the stitches holding the button on. Also make sure your button does not spin around during this thread wrapping.

10. After 4 times wrapping the thread around to create a sturdy thread shank, hold the thread taut (keeping it wrapped) and insert the needle very close to the thread shank, through to the back of the fabric.
11. On the back, make 2-3 small knots like this: take a tiny bite of fabric (a tiny stitch with your needle), pull the thread a little through creating a loop, before pulling the thread all the way tight, insert the needle into the thread loop, then pull it all the way through and tight. Do this 2-3 times (creating 2-3 knots) for security. Then trim your thread tail.

**Penalties: Sew a button**

Add the following time for:

Fewer than four stitches through the button holes	10 seconds
Fewer than four times wrapping around the thread for the shank	10 seconds
Knot missing at beginning/end	15 seconds each
Button pulls away from fabric, loose	15 seconds
Button pulls off	25 seconds
Loose/looped threads on front or back	10 seconds
Thread tails over ¼"	10 seconds
Puckered fabric	10 seconds
Placing any item in the mouth	5 seconds
Failure to follow the sequence	10 seconds
Blatant disregard for the rules	Disqualified

**Exceeding Time Limit of 4 Minutes will also result in Disqualification**

## Stage Crew

### Tech Olympics Event: Folding A Drop

A team of five must work together to properly fold a drop for storage. The drop must fit into a given box or template.

*Team event*

*The team gets two tries. Only 5 members of a team may participate. Actual drop size will be given at event.*

In this challenge, a team will successfully take a drop that has been placed in the center of the folding area and fold it to industry standards. A box will be taped out on the opposite end of the start finish line in which the drop must fit. The maximum time allotted is 4 minutes.

For a video demonstration, visit:

<https://www.youtube.com/watch?v=qMrOVxwP9-o>

**Note: The size of drop will be provided closer to the event. Please follow rules designated by SCTA. This video is for folding reference only. Do measurements in advance!**

### Rules and required sequence

1. Stand behind the start/finish line. On the signal (GO) from the adjudicator, the timing will begin. Participants may now leave the start/finish line.
2. Pull the drop out flat on the floor.
3. Determine the Center Line.
4. Make the first fold from bottom to top.
5. Continue folding till appropriate width.
6. Fold the end to the middle until appropriate size is achieved.
7. Carry the folded drop and place it on the template or in the box.
8. Team returns to the start/finish line. Once all members are behind the line, the timer will stop.
9. Once the adjudicator scores the event, participants must unfold the drop under the direction of the adjudicator.

### Penalties: Folding A Drop

Add the following time for:

Folded drop too large for marked area or box provided	20 Seconds
Not folded on center line - Each 6 inches is a 15 second penalty	15 Seconds
Folding with good side facing outside	10 Seconds
Bad Folds or pleats	10 Seconds
Argument between team members - adjudicator discretion	10 Seconds
Tie lines not visible/accessible	5 Seconds
Label not visible	5 Seconds
Failure to follow the sequence	10 seconds
Blatant disregard for the rules	Disqualified
Team does not assist in resetting the event	Disqualified

**Exceeding Time Limit of 4 Minutes will result in disqualification**

### Rigging

Tying basic knots is an essential skill for a wide range of technicians who use it for everything from hauling equipment to the **catwalk** to properly **rigging** scenery.



## Tech Olympics Event: Knot tying

### Individual Event

Two people per team can try this event, and each gets two tries.

In this challenge, individuals will be asked to correctly tie a series of commonly used knots for properly rigging scenery. Participants must tie knots correctly with a minimum of a 6" tail on all knot ends. Task completed when the contestant signals with hands-up. The maximum time allotted is two minutes. You must attempt all three knots.

### Required Knots for 2022

Clove hitch with half hitch

Bowline

Square Knot

For a demonstration, visit the following sites:

[https://www.netknots.com/rope\\_knots/clove-hitch](https://www.netknots.com/rope_knots/clove-hitch)

[https://www.netknots.com/rope\\_knots/bowline](https://www.netknots.com/rope_knots/bowline)

[https://www.netknots.com/rope\\_knots/square-knot](https://www.netknots.com/rope_knots/square-knot)

Clove Hitch

<https://www.youtube.com/shorts/G18vkNDxc3U>

Square Knot

<https://www.youtube.com/watch?v=B7ldxcwRlq4>

Bowline

<https://www.youtube.com/watch?v=YuYdLAvvzRs>

### Rules and required sequence

1. When prompted the contestant will leave the start/stop line and head to the judges table.
2. Select 2 ropes from selection on table
3. Using one rope, tie a clove hitch w/half hitch onto the pipe stand.
4. Using a second rope, tie a bowline onto the same pipe stand.
5. Use the two ends of the ropes, tie together with a Square Knot.
6. Contestant will return back over start/stop line, and signal with hands up to stop the clock.

**Note: you will tie a clove hitch to a pipe, next rope tie a bowline to pipe, then tie both loose ends together using a square knot**

### Penalties: Knot tying

Add the following time for:

Failed knots or incorrectly tied knots (penalty for each)	15 Seconds
Not having a minimum of 6" tail on all knot ends	2 Seconds
Exceeding a maximum of 12" tail on all knot ends	2 Seconds
Outside bowline: Tail on outside of loop	5 Seconds
Failure to follow the sequence	10 Seconds

Blatant disregard for the rules

Participant does not assist with  
reset of event for next participant

Disqualified

Disqualified

**Exceeding Time Limit of 2 Minutes will result in disqualification**

## Cable Roll-up Relay

In theatre, it is essential when a show is struck that all of the lighting cables are neatly stored on hooks or in piles. This event uses all of the team members in a relay style to disconnect and roll various lengths of power cable and store them properly.

### Tech Olympics Event: Cable roll-up relay

*Team Event*

*The team gets two tries.*

**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 from the starting box.*

All members must participate before a member goes to coil a second cable. Participants must be in the starting box which will have a next participant area marked in it.

For this challenge, all cables will be in one connected loop beginning with a 5' cable connected to a 10' cable connected to a 25' cable connected to a 5' cable connected to a 10' cable connected to a 25' cable connected back to the 5' cable. For ease of restoring the connection sequence, the cable connection points will be labeled with a piece of tape showing the length of the next connected cable, i.e. at the first cable the label will be 5' and at the next connection a piece of tape saying 10' and so on. The cables being used for this event are power cables with stage pin connectors.

A second loop of cables will be made with XLR. Starting with a 10', 20', and a 25' connected to each other in a loop.

Six 2P&G and XLR cables will be used. 5-minute time limit

For a video demonstration, visit:

<https://www.youtube.com/watch?v=B2SUoAvGxVs>

<https://www.youtube.com/watch?v=3j1Wdc-ymbI>

**Note: Videos show coiling XLR. We will also be using different lengths of lighting cables with 2P&G cable end connectors. You will need to secure the wrap with tieline upon completion of proper coil.**

### Rules and required sequence

**The relay:** When the judge says start, the person in the next participant spot will proceed to the first cable connection point. They will disconnect the cables from each other, roll up the cable properly, secure it, and place it in the designated storage spot. Then the participant will tag the next participant to begin and proceed back to the starting box. This procedure continues until the last cable is rolled and stored and the last participant is in the starting box. Judging is based on neatness, size of coil, and proper location.

1. Make sure your cable is not twisted and has no kinks in it. Next, lay the cable in your hand with the connector hanging freely between your thumb and index finger. If there is a twist in the cable, you will see a figure eight form as you coil. See above videos. To avoid this, you need to perform half-turns on the cable as you go. Rolling cable over the arm does not allow the cable to follow its natural roll pattern.
2. Using your free hand, pull a length of the free cable towards your body. The longer the length, the bigger the coils you will make. Pull to just past your elbow for a good-size, tidy coil.
3. Using the hand you pulled towards your body move the cable back towards your other hand. While doing this, use your thumb and index finger (keep your wrist straight) on the moving hand to turn cable

through half a turn (180 degrees). This will cause the cable to make a loop. The coil should be the same size as equal length cables. All same size cables should be coiled not more than 2" larger or smaller than the other cables of the same size used for this event.

4. Place the newly formed loop into the first hand and repeat until all the cable is coiled.
5. Properly secure the cables with a bow using the attached tie line. Do not secure with a knot. Properly securing cables allows for neat storage and ease of transport. Also, storing cables in the proper location is crucial. If you go to grab a 25' cord and a 20' is in its location, this can add time to complete the installation.

**Penalties: Cable relay**

Add the following time for:

Crossing line before start of time		10 Seconds
Rolling cable over arm		15 Seconds/Instance
Messy and inconsistent roll size		10 Seconds/Instance
Cables not properly secured with a bow for storage		10 Seconds/Instance
Cable misplaced into incorrect storage location		10 Seconds/Instance
Failure to follow the sequence		10 Seconds
	Two or more participants are past the start line at any moment.	Disqualified
	Any participant rolls more than one cable	Disqualified
Blatant disregard for the rules		Disqualified
	Participant does not assist in resetting the event	Disqualified

**Exceeding Time Limit of 5 Minutes will result in disqualification**