

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** but only teams who are current SCITS troupes from the same school can be considered for national advancement (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.

* Participation Fee: $15 per participating team member (includes T-Shirt)
* 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.

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# 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.

**2019 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.
* 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 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 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.

# 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 he/she feels that the participant may be injured, or may injure others.
* No person will be allowed to compete while under the influence of drugs, alcohol, prescribed drugs that can cause drowsiness, lightheadedness, or disorientation.
* Specific personal protection equipment will be provided 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.
* 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 **master electrician (M.E.)** There are several types of lighting instruments that the M.E will use in the theatre. Each type of instrument plays a key role in the overall lighting scheme. It is important that the M.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 master 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 and adjustable crescent 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 crescent 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. Participant must provide the sharpest possible focus of the fixture.

6. Follow the sequence and additional instructions below.

*Note:* The safety cable must be placed on the equipment table separate from the fixture during event set up. 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 three minutes.

For a video demonstration, visit:

<http://www.youtube.com/watch?v=0Psv-jvXzc8>

<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. Locate the fixture.

4. Hang the fixture.

5. Hand-tighten the C-clamp.

6. Install the safety cable.

7. Wrench tighten the C-clamp.

8. 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. Position the fixture to illuminate the shape.

12. Lock the fixture. Loosen and tighten the pan screw on the C-clamp or the rotation knob as necessary.

13. Place the fixture in a sharp focus.

14. Make shutter cuts as necessary.

15. Review fixture focus and make adjustments as necessary.

16. Insert gel frame and secure the gel clip.

17. Return to starting line.

18. 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 3 Minutes will result in disqualification**

## 

## Stage Crew

Any lighting technician must be able to put things together when things break, such as wiring a connector.

### Tech Olympics Event: Wire a Connector

### *Individual Event*

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

In this challenge the participant will demonstrate their ability to correctly attach a standard theatrical electrical connector to a piece of electrical cable. They will be provided with a piece of electrical cable, tools and the electrical connector to be wired. maximum time allotted for this event is 5 minutes.

For a demonstration video visit:

<https://www.youtube.com/watch?v=fU-KEMv1XYA&feature=youtu.be>

This video is for reference only please follow rules, video references pin but also works for slot.

#### Rules and required sequence

1. Strip the main cable covering will be cut back the appropriate amount.

2. Strip each of the three wires back the appropriate amount.

3. Screw each of the three wires to the appropriate terminal plug.

4. Once secured, screw over plate or strain relief into position.

5. When finished, place completed connector on table, stand behind chair and place both hands on the back of the chair.

6. After adjudication the participant will strike the plug, cut off the used end of the cable and return all parts and tools to their starting positions.

#### Penalties: Wire a Connector

Add the following time for:

|  |  |
| --- | --- |
| Incorrect wiring polarity | 15 seconds each |
| Placing any item in the mouth | 10 second |
| Failure to keep tools and plug in full view of the judges at all times | 3 seconds |
| Incorrect length of cable outside sheath removed-allowance of +/-¼” | 5 seconds |
| Copper not twisted correct direction around screw to secure and/or copper fraying | 5 seconds/missing line |
| Screws not properly tightened on copper wire  Cover/Strain relief on connector not properly secured  Not enough strain relief- wires pulled taut inside connector  Failure to remove plug from wire and assist with restoration of event | 5 seconds  5 seconds  5 seconds  Disqualified |
| Blatant disregard for the rules | Disqualified |

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

**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 **shank** button on the material provided. The needle will be threaded, but not knotted. Participants will be given a shank button, the threaded needle, and scissors. Maximum time allotted for this event is three minutes.

For a video demonstration, visit:

<http://www.youtube.com/watch?v=yfTpYoTqHoM>.

<https://www.youtube.com/watch?v=eF3FmzN70Kk>

**Note: Please follow the rules provide by Tech Olympics. This video is a close-up version of what you need to do as an example.**

#### Rules and required sequence

1. Pick up the needle and knot the thread.

2. Place the needle into the fabric, starting at the back side of the garment, bringing it through the front.

3. Make two or three stitches in the fabric to anchor the thread.

4. Bring the needle up to the top of the muslin and bring the thread through the button shank and back through the fabric.

5. Pull the stitch semi-tight. The shank should still stand up over the fabric. Do not pull the threads tight enough to sink the shank into the fabric.

6. Sew through the cloth and wrap the thread under the shank four times. Then sew back through the cloth.

7. Create a loop of thread on one side of the threads and bring the needle around through the loop. Pull the threads tight. Make at least three blanket stitches around the threads that are holding on the shank button.

8. Bring the needle to the back of the fabric then knot off the thread.

9. Cut the thread.

#### Penalties: Sew a button

Add the following time for:

|  |  |
| --- | --- |
| Each loop under the four required on button hole | 10 seconds |
| Each wrap under the four required around the thread | 10 second/each |
| Knot missing at beginning/end | 15 seconds each |
| Button pulls away from fabric, loose | 15 seconds |
| Button pulls off | 25 seconds |
| Loose thread on wrap (around thread) | 10 seconds |
| Wrap done on button shank instead of around thread | 10 seconds |
| Puckered fabric | 10 seconds |
| Failure to follow the sequence | 5 seconds |
| Blatant disregard for the rules | Disqualified |

**Exceeding Time Limit of 4 Minutes will 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.*

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 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 first fold bottom to top.

5. Continue folding till appropriate width.

6. Fold end to 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 | 5 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.

For a demonstration, visit

<https://www.netknots.com/rope_knots/clove-hitch>

<https://www.netknots.com/rope_knots/bowline>

<https://www.netknots.com/rope_knots/water-knot>

**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**

#### Rules and required sequence

1. Leave the start line

2. Use one rope to tie a clove hitch on the pipe stand.

3. Tie a second line to the pipe using a bowline.

4. Use the ends of the two ropes to tie them together with a water knot.

5. Contestant will return back over line, signals with hands up.

**Required Knots for 2019**

Clove hitch with half hitch

Bowline

Water knot

#### Penalties: Knot tying

Add the following time for:

|  |  |
| --- | --- |
| Failed knots or incorrectly tied knots (penalty for each) | 2 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 |
| Second Half Hitch tied backwards | 5 Seconds |
| Outside bowline: Tail on outside of loop | 5 Seconds |
| Failure to follow the sequence | 5 Seconds |
| Blatant disregard for the rules | Disqualified |
| Participant does not assist with reset of event for next participant | 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.*

If a team only has four members, some participants may need to go twice. 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.

Six 2P&G lighting 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 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 | 5 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**