



QUALIFYING ROUND: LIGHTING

THE CHALLENGE

Using a provided moving-head fixture, and an ETC Ion console, you must successfully cable the instrument for power and control, and demonstrate two specific looks, recorded as cues.

Working in a relay format, your team will connect all components, selecting from neatly coiled cables and connectors; set a series of prescribed looks utilizing the instrument's pan, tilt, color, and gobo parameters; play those cues back in a prescribed sequence; and return all materials to their starting positions, with cables neatly coiled.

Each team member will "tag in," to accomplish one part of this challenge, following the sequence outlined at right.

This is a timed event. Penalties (see below) will result in added time.

The team with the fastest time (including any penalties) will receive 50 points; second fastest, 49 points; third fastest, 48 points; and so on. No team successfully completing the challenge will receive fewer than 20 points, regardless of the number of teams participating.

REQUIRED SEQUENCE

Preset: Table 1 is adjacent to a moving-head intelligent fixture (powered down); Table 2 is 10-15' away, and holds an ETC Ion (plugged in and powered on). Table 1 holds all necessary cables and accessories for the challenge, each in a taped out section.

Four team members wait behind a line, adjacent to the powered speaker, until tapped in by the previous player in sequence.

The referee starts the clock at Table 2.

Player 1 connects and powers on the instrument, addressing it as Fixture 1 (Starting DMX value of 1), and leaves it in its "home" position.

Player 2 Patches fixture into console, and records two soft palate presets, each focused on a different designated wall location, color, and gobo.

Player 3 creates a cue sequence that plays back each the following (blackout, Preset 1, blackout, Preset 2, blackout, Preset 1, blackout, Preset 2, blackout). Any color or gobo change should not be visible while changing.

Player 4 plays the recorded cue sequence, and then disconnects all items, neatly coiling all cords and cables, returning them to their original place on Table 1 before stopping the clock at Table 2.

POTENTIAL PENALTIES: Going out of sequence; Any action deemed unsafe; Failing to power down instrument before unplugging cables; Incorrect cue location/color/pattern on playback; Incorrect or incomplete playback sequence; Failing to replace cables and connectors to their designated spaces; Tangled or non-circular cable coiling (which must fit within the designated table space); Disregard for the spirit of the event or objectives of the exercise.

Equipment used in this event: Moving-head fixture; ETC Ion console (with fixture profile installed); 25' DMX cable; Required power connection.