



## QUALIFYING ROUND: RIGGING

### THE CHALLENGE

This challenge involves four team members, each demonstrating a specific skill associated with stage rigging.

To begin, your team will work together to bolt together two pieces of truss (finger tight).

Then, working in a relay format, each team member will demonstrate some type of rigging using the truss as an anchor point.

Note that selecting the correct materials is a part of this challenge.

This is a timed event. Penalties 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: Two spans of truss are on the floor, adjacent to two road cases. A nearby table holds an assortment of rigging hardware and ropes.

When time starts, the first thing your team needs to do is work together to bolt together the truss (hand tight) and place it on the road cases (with a case at each end, so you have a span of truss to work with in between).

The whole team then moves behind the hardware table and begins to execute following this sequence:

Player 1 selects properly rated round sling and shackle (1/2 Ton or greater), and redundant Flemish eye to eye aircraft cable, to demonstrate hanging the truss to a motor hook.

Player 2 selects rope and hardware to tie a 2-part bridle to a triangle ring. The bridle must include a clove hitch, with locking hitch to the truss, and a woven figure eight to the triangle ring. Secondary retention cable will be required to the triangle ring.

Player 3 selects flat webbing to demonstrate a cable strain relief prusik knot, by tying a water knot in the flat webbing, to create the loop and then choke it to the truss cord, to simulate strain relief on an object.

Player 4, selects half coupler with eye, along with a shackle rated for 250lb load, and attaches to the truss cord adjacent to the prusik, connecting the shackle to the eye including the loop of the prusik, then using a tie wrap to mouse the shackle pin, and then stops the clock.

The referee will then check your work for accuracy and add any penalties to your time.

**POTENTIAL PENALTIES:** Going out of sequence; Truss assembled incorrectly; Any action deemed unsafe; Any incorrectly chosen or used material or hardware; Any improperly tied knots; Disregard for the spirit of the event or objectives of the exercise.

*Equipment used in this event: Two 5' spans of truss; Truss bolts; Round sling; Flemish eye to eye 3/8" wire rope Flat webbing; Half couple with eye; shackles (5/8" and 1/4"); Ropes (8' static kernmantle); Triangle ring; Perhaps demo items to be hung or attached.*