



QUALIFYING ROUND: AUDIO

THE CHALLENGE

Using provided materials, you will set up and demonstrate the use of a basic sound system, including a speaker, mixing console, digital playback device, and handheld microphone.

Working in a relay format, your team will connect all components, selecting from neatly coiled cables and connectors; set appropriate levels at the mixing console, and play a series of recorded sound cues; demonstrate the proper use and test of a working handheld mic; and ultimately disconnect and coil all cables, returning them to their starting positions.

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 speaker (plugged in and on, if powered); Table 2 is 10-15’ away, and holds an audio console (also plugged in and 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 speaker, until tapped in by the previous player in sequence.

The referee starts the clock at Table 2.

Player 1 connects and tests (using headphones) the iPad to the console, using the DI.

Player 2 connects the console to the speaker and plays a sound cue from the iPad.

Player 3 connects a microphone to the console and demonstrates that it works with a simple sound check, “Testing 1-2-3.”

Player 4 disconnects all items, neatly coils all cords and cables, and returns them to their place on Table 1 before stopping the clock at Table 2.

Cables must be coiled neatly and fit within their designated taped out spaces on Table 1.

POTENTIAL PENALTIES: Going out of sequence; Any action deemed unsafe; Failing to adjust levels while plugging/unplugging to avoid any audible popping or noise; Causing feedback; Amplifying sound to an excessive or distorted level (referee will have a db meter); Failing to replace cables and accessories in 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: Speaker; Mixing Console; iPad with Go Button and sound cues installed; DI to connect iPad to console; Aux cord to connect iPad to DI; Short XLR to connect DI to console; 10’ XLR to connect microphone to console; 25’ XLR or speaker cable to connect console to speaker. Note: Speaker will either be powered, or signal from console will run through a small amplifier, adding an additional connection.