



Cisco Networking Academy Program

All Academy Day: Cable-Making Event Rules

Object of the game

Successfully make and test a total of 5 patch, 5 crossover, and 5 rollover cables

Playing the game

- Each team is given 15 precut lengths of CAT 5e and 35 RJ45 plugs.
- Each team must successfully make and test a total of 5 patch, 5 crossover, and 5 rollover cables.
- Teams are to use their own termination kits.
- Teams may use their own cable tester to check the cable before they turn it into the judges.
- The competitors of the team can help each other. No one else is permitted to assist the teams.
- Time is recorded when all cables are turned into the judges for testing.
- In case of a tie in points, the team that completes the task in the shortest amount of time wins.

Earning points

- Each cable is worth 15 points and will be judged for craftsmanship:
 - Insulation crimped
 - Pairs fully inserted
 - Nylon reinforcement cord trimmed
- Cables must be labeled properly.
- Cables must pass a wire map (download) or no points will be awarded for that cable.

Deductions

- Points will be deducted for the use of any extra RJ 45 plugs used past the 30 needed.
- Points will be deducted if contestants are not wearing eye protection.

Bonus

- There is a 10-point BONUS if all 15 cables test out properly.



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