

Panel Layout - Fusion Wedge

#of Players: 

Material type: LLDPE 40mils

Equipment required: Wedge Welder / Full Qc Kit

Maximum amount of time: 20 minutes



Event Description

For this event, the teams will have to wedge weld a simple layout of 5 panels as quickly as they can (layout provided by organizers). They also must close their air channels, insert needles and push air into the channels. Once all air channels are full of air, and the info is written on the liner, they stop their chrono (stop watch).

Event Testing

Air tests: The correct amount of air pressure needs to stabilize for 5 minutes in each seam in other for the team to stop their stopwatch. If the team doesn't manage to stabilize each seam, the team must try to correct the situation. If the team doesn't manage to stabilize 30 PSI for each seam, they will get the maximum amount of time for this event.

Event Penalty

Destructive testing penalty: One DT will be randomly taken by a CQA officer to be tested by judges. If the DT doesn't pass the test, 2 minutes will be added to that team's time total.



The winner of GeoGames will be the team that completes all the events in the shortest amount of cumulative time.

IAGI specification section applicable to event

Article 3.05, sub B, 5c

GRI-GM 13 section applicable to event

Table 1 (b) – Seam Strength and related Properties of Thermally Bonded Smooth and Textured Linear Low Density Polyethylene (LLDPE) Geomembrane (S.I. Units)

Event #1

Extrusion Gun Repairs

#of Players: 

Material type: LLDPE 40mils

Equipment required: Extrusion gun

Maximum amount of time: 20 minutes



Event Description

For this event, the teams must make 4 repairs on the layout of the 1st event with the extrusion welder (one DT repair + 3 cross seams). Patches will already be pre-cut and available to the teams. Once they are done with all 4 repairs, the teams stop their chrono.

Event Testing

V-Box testing: Testing of the repairs will be done by appointed CQA officer.

Destruction Testing: A CQA officer will cut out a DT sample to be tested by judges.

Event Penalty

V-Box fail penalty: 30 seconds will be added to a team's time total for each repair that doesn't pass the V-Box test.

Destructive testing penalty: An extrusion DT will be randomly taken by a CQA officer, 2 minutes will be added to a team's time total if the DT doesn't pass the test.



The winner of GeoGames will be the team that completes all the events in the shortest amount of cumulative time.

IAGI specification section applicable to event

Article 6, sub E, 4

GRI-GM 13 section applicable to event

Table 1 (b) – Seam Strength and related Properties of Thermally Bonded Smooth and Textured Linear Low Density Polyethylene (LLDPE) Geomembrane (S.I. Units)

Geomembrane Pipeboot

#of Players: 

Material type: HDPE 80mils

Equipment required: Extrusion gun

Maximum amount of time: 15 minutes



Event Description

For this event, a simple wooden module (4' x 4') with a 6'' diameter pipe coming out of it will be provided to the teams. Installers will have to make a pipeboot (2' height minimum) from scratch; measure, cut, and place boot, prior to grinding and welding. Once they are finished, the chrono is stopped and the pipeboot is tested.

Event Testing

Pipeboot testing: A CQA officer will be testing the pipeboot for leaks with a pipeboot vacuum tester.

Event Penalty

Pipeboot testing penalty: If there is a leak in the pipeboot repair, 30 seconds will be added to that team's time total.



The winner of GeoGames will be the team that completes all the events in the shortest amount of cumulative time.

IAGI specification section applicable to event

Article 6, sub E, 4

GRI-GM 13 section applicable to event

N.A.

Event #3

Zip-Tie Relay

#of Players: 

Material type: Geonet

Equipment required: Zip-Ties (supplied to teams)



Event Description

Teams will need to install zip-ties at every 1m for 20 meters. The first player puts the first 10 zip-ties, then a second player relays the first one and installs the 10-remaining zip-ties. Once a team is done with placement of the 20 zip-ties, the chrono is stopped.

Event Testing

Zip-Ties placement: A CQA officer will be inspecting the zip-ties placement.

Event Bonus

Zip-Ties penalty: 5 seconds will be added to a team's time total for each zip-tie that isn't properly fasten.



The winner of GeoGames will be the team that completes all the events in the shortest amount of cumulative time.

Geonet supplier installer's manual specification applicable to event

N.A.

GRI-GM 13 section applicable to event

N.A.