

A to B

Judge Reads To Teams:

- 1. This is a non-verbal problem.**
- 2. You will have 7 minutes to solve this problem. You may ask questions, but time will continue.**
- 3. Your problem is to transport these ping-pong balls (motion toward balls) from point A to point B (point to these markings on the floor). The team may use any method to propel and capture the balls, but may not directly touch the ball to propel it, or any time after it is released.**
- 4. You may not alter nor destroy the ping-pong balls.**
- 5. If a team member touches a ball directly to propel it, to catch it, or any time while it is moving from point A to point B, that ball will be removed from play and receive no score. The judges' decision removing a ball from play is final.**
- 6. If a ball does not reach point B or is not captured, the team may make another attempt with that ball, but may not directly touch the ball at any time after the first attempt began.**
- 7. You will be given materials used to solve this problem. Only these materials may be used. They may each be used more than once.**
- 8. Once a ball leaves point A it must travel on it's own until it reaches point B.**
- 9. To count for score, the ball must be captured by the team beyond point B, and be put into the provided container. The team may not touch the ball directly in the area beyond point B at any time.**
- 10. There are three areas on the course taped in black. The team may choose to put an obstacle in all or none of the taped areas. Each obstacle will receive 5 points.**
- 11. Score will be as follows.**
 - Creativity of the method used to propel the balls 1-15**
 - Creativity of the Method used to catch the balls 1-15**
 - Each ball that successfully travels from point A to point B, and is captured by the team beyond point B, will receive 2 points**
 - Each obstacle placed on the course will receive 5 points**

For Judges and Coaches only

- 1. Give teams approximately 20 ping-pong balls and a large bag, bowl or box in which to place the balls after they are "captured."**
- 2. Coaches: If you do not have enough ping-pong balls, you may substitute or combine small whiffle balls, or even compressed balls of aluminum foil. Note that whiffle balls will be an easier challenge as they have holes to allow items to be inserted. Note that you may wish to tell the team they may not alter the aluminum foil (compressing further or changing its shape) if you use that. You could also change the problem to give fewer ping-pong balls; in that case, you may wish to increase their point value to 3-4 points each.**

3. Also give teams a variety of materials to move and catch their balls. These might include a piece of string, a pie plate, 3 pencils, 2 plastic cups, 1 piece of paper, 2 rubber bands, a pipe cleaner, an envelope, etc.
4. Give them three obstacles such as soda cans or soup cans.
5. Tape off point A approximately 5 feet from point B with a 3- to 4-foot length of tape. Tape both of these areas in the same color. Tape off the obstacle areas anywhere on the course that might obstruct the balls from completing the course. Tape the obstacle areas in black, making them approximately 4" square.
6. Teams may touch the balls indirectly while propelling or catching them, but only tell them this if they ask.
7. Teams may touch the balls directly before they attempt to propel them, but not touch them directly at any time after they are released in order for that ball to receive score. They MAY reattempt a launch, however, with no penalty so long as they begin all over again with that ball from behind point A and do not touch the ball after the first attempt at propulsion.
8. Balls may touch the floor of the course. Tell the team this only if they ask.