Clipper Ships

Judge: Preparation:

Provide the following materials on a table for the team members.

- 25 3" x 5" cards
- 25 regular size paper clips

Judges also need

- A large empty room or hallway
- 5' tape to mark a launching line
- Folding ruler to tape measure

Provide a copy of the problem instructions on the table for the team members.

Judge Instructions:

(Judge: When team members enter the room, tell them)

This is a hands-on challenge. You have 1 minute to select the five team members who will compete. The others must sit in these seats and watch or be escorted from the room. They may not assist in solving the problem and may not talk.

(Judge: After 5 Team Members Chosen and seated, Read all the instructions, repeat, then Start the Time)

Your Problem is to construct and launch projectiles from behind the launching line on the floor and send them as far as possible from that line.

Projectiles

• Each projectile must be made from exactly one note card and one paperclip. While you may fold or tear the paper in any way, each projectile must consist of all the paper in one note card, plus one entire paperclip, and nothing else.

Construction and testing (6 minutes)

- You will have 6 minutes create projectiles, and test them
- You will be given warnings when 2 minutes, 1 minute, and 30 seconds remain
- You may stop early and inform the Judges that you are done

<u>Voyage</u>

- Each member of the team will take two different projectiles that were constructed and throw them from behind the line as far as possible from the line in a straight direction
- Each member will throw two projectiles once. After the projectiles are thrown they will remain where they land

<u>Scoring</u>

- The judges will measure the distance perpendicularly from the throwing line to the farthest three projectiles
- The team will be awarded 1 point for each full 12" each of the three projectiles are from the throwing line
- You will receive from 1 to 20 points for teamwork

You may ask questions at any time, however, time will continue.

(Judge: Repeat all the instructions, then Start the Time)

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Team Copy

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