

Tri-Roll-A-Thon

Judge: Preparation:

- 1 Yardstick.
- 1 12" ruler
- 3 unsharpened pencils
- 5 paper clips
- 3 address labels
- 1 plastic child's baseball bat
- 5 straws
- 3 12" pieces of string
- 10 marbles
- Folding ruler for judges' use in setup
- Roll of $\frac{3}{4}$ " masking tape for judges' use in setup

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)

You have 10 marbles, your challenge is to stand behind the starting line and move the marbles into the scoring area, touching the marbles only with the items available.

You will have 4 minutes practice. During practice you may walk anywhere.

After practice time the judges will move everything behind the starting line. You will have 3 minutes to move the marbles for score:

- You must all stand behind the starting line and not touch anything in front of the starting line.
- Starting each marble behind the starting line you can use the materials to move the marbles into the scoring area.
- Each time anyone touches a marble or the floor past the starting line, one marble will be removed and it will not be scored. *(Judge: If possible remove the marble involved in the violation. Otherwise, try to avoid removing a marble that is not in play or one that has scored)*

Scoring

- You will receive the score for the area for each marble within the scoring area. The tape lines are not part of the scoring area, so marbles resting on a line receive no score.
- You will receive from 0 to 10 points for teamwork

You may ask questions at any time, time continues.

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

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Team Copy and Count Form

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Judge: Setup

