

Bring It Back

A. JUDGE READS TO TEAMS:

1. This is a two-part problem. In Part I you will have 4 minutes to discuss the problem, decide strategy and form solutions. In Part II you will be given 3 minutes to test your solutions. You may talk to each other at any time.
2. Your problem is to retrieve a plastic bottle, a ping-pong ball and a nail that you will have moved beyond the foul lines. The farther away they are, the higher your score will be.
3. In Part I you will be given materials to practice with. These will be the same ones you will use in Part II. You may alter all materials but the yardstick, PVC pipe and magnet. Nothing else may be used.
4. Materials used at one foul line may not be used at another.
5. You may move the Objects away from the foul lines by hand and/or by the materials.
6. The object moved beyond a foul line must be retrieved to the same foul line. Each object must be moved and retrieved from the foul line that has its drawing.
7. When Part II begins, each team member will go to a foul line. Each foul line must have at least one team member.
8. You must tell the judge when you want an object's distance measured. The judge will place a marker next to it which will be measured later. You may then retrieve the object.
9. No one may come in contact with the floor beyond a foul line in Part II.
10. Once an object is scored it cannot be moved again.
11. Scoring will be as follows:
 - a. Object is successfully retrieved (3 objects x 5 points each)0, 5, 10 or 15 points
 - b. Distance between the bottle and its original foul line (6" = 1 point)
 - c. Distance between the ping-pong ball and its original foul line (6" = 1 point)
 - d. Distance between the nail and its original foul line (6" = 1 point)
 - e. How well the team works together 1 to 10 points

B. FOR JUDGES ONLY:

1. Be sure to give 4 minutes for Part I and 3 minutes for Part II.
2. Give each team the following materials:

1 yardstick	3 paper clips
1 8-oz. plastic or foam cup	1 piece of yarn, 48"
1 broom	1 piece of paper, 8 1/2 x 11"
1 piece of string, 48"	1 magnet (such as a refrigerator door note magnet)
5 adhesive mailing labels, 3/4" x 2"	
3. Give each team three Objects. These may be the following; however, you may substitute similar Objects if necessary. Hard, sharp Objects should be avoided to prevent damage to the floor. Be sure the drawings clearly show which Objects should be moved from the foul lines.
 - a. a plastic bottle (such as a Bufferin bottle without its cap)
 - b. a ping-pong ball
 - c. a nail (a common nail approximately 3 1/2" long)
4. Team members may help retrieve an object into another area. For example, team members behind the third foul line may retrieve objects toward the first and second foul lines.
4. In 11. Scoring, b. the scoring object must extend to the next 6" increment in order to receive the point. (Do not round off to the nearest 6".) For example, 11' 4" = 22 points, while 11' 6" = 23 points.
4. If a team member accidentally touches the floor beyond the foul line by losing his/her balance but does not help to move or retrieve the object, tell him or her to get behind the foul line and allow him/her to continue. If a team member crosses the line and this action helps retrieve the Object, the score for that object is lost.
5. Set up the competition site as shown in Figure A.

