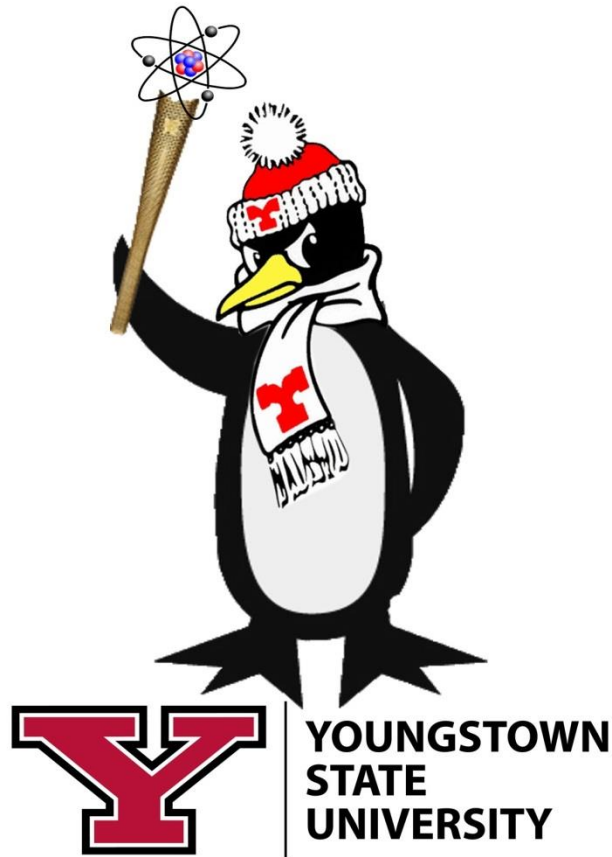


PHYSICS OLYMPICS



2018 Information and Rules

Table of Contents

GENERAL INFORMATION	2
EVENT #1 - FERMI QUESTION	3
EVENT #2 - QUIZ SHOW	3
EVENT #3 - FLYING MACHINE.....	5
EVENT #4 - BRIDGE BUILDING.....	6
EVENT #5 - HOT WATER MAKING	8
EVENT #6 – SODA STRAW ARM (NEW FOR 2018)	9
EVENT #7 - FARADAY PICKUP.....	10
EVENT #8 - PING-PONG BALL LAUNCH - (NOTE NEW DISTANCES FOR 2018)	11
EVENT #9 - PHYSICS PHLOATER	13
EVENT #10 - PHYSICS HANG-UPS	14
EVENT #11 - MAKING MUSIC (Original Musical Instruments)	15
EVENT #12 - EGG DROP.....	16

GENERAL INFORMATION

- The 2018 YSU Physics Olympics will be held **Saturday, February 24th** from 8:00 am - 3:00 pm in the gymnasiums in Stambaugh Stadium (GPS address: 577 Fifth Ave., Youngstown, OH).
- Participants will be able to drop their entries off starting at 7:00 am, using the north facing Ticket Window entrance across from McDonalds if needed.
- Parking is available for \$5.00 in the M70 lot on Fifth Ave (Next to McDonalds).
- If you will be bringing a school bus, the bus may unload on Armed Forces Blvd, and then proceed to the M90 lot on Elm Street (across the Madison Expressway from the WATTS Center) for bus parking.
- For questions and information, contact the Physics Olympics coordinator, Mary Janek via email at mljanek@ysu.edu, the Department of Physics & Astronomy Administrative Assistant, Jill Mogg at jmmogg@ysu.edu or by phone at 330-941-3616
- Visit the Physics Olympics Facebook page or the YSU Physics Olympics page at <http://www.ysu.edu/physics-olympics> for updates and online registration forms.
- There is a \$20 registration fee per school. Checks/PO's may be made payable to "YSU Physics Olympics"

EVENT #1 - FERMI QUESTION

TEAM: A team can have up to three (3) members.

QUIZ:

1. The quiz will consist of 12 "Fermi Questions."
2. A "Fermi Question" is a question in Physics which seeks a fast, rough estimate of a quantity which is either difficult or impossible to measure directly. Examples: How many drops of water are there in Lake Erie? How many BB's will fill up a basketball? How many blades of grass are there on a football field?

COMPETITION:

1. Each team will be given 20 minutes to answer as many questions as possible.
2. Each team is to work together and is to submit one answer sheet.
3. Scratch paper and pencils will be provided and will be collected at the end of the quiz.
4. Calculators will be allowed, but must be provided by the contestants.

SCORING:

1. An answer will be scored according to its power of ten.
2. Three (3) points will be given for all answers whose power of ten agrees with the power of ten of the official answer.
3. Two (2) points will be given for all answers whose power of ten differs by + 1 of the power of ten of the official answer.
4. One (1) point will be given for all answers whose power of ten differs by + 2 of the power of ten of the official answer.
5. Ties in this event will be resolved on the basis of the (correct) responses to a number of specially designated questions.
6. The team with the highest total score will be declared the winner. Second through fifteenth place winners will be determined in a similar manner.

EVENT #2 - QUIZ SHOW

TEAM: Each team can consist of up to three (3) members. Team members from the preliminary round may be different from the final round. Regardless of the number of team members, no more than three prizes/medals will be awarded per school/team.

COMPETITION:

1. The Preliminary Round will be a written test consisting of 30 multiple choice questions.
2. Questions will be factual and conceptual, some involving computation.
3. Each team (up to 3 members) will be given 20 minutes to answer as many questions as possible.
4. Each team is to work together and is to submit one answer sheet.
5. No calculators of any type will be allowed.
6. Scratch paper and pencils will be provided and will be collected at the end of the test.

SCORING:

1. The score for the preliminary round will be determined by adding two points for every correct answer and subtracting one point for every wrong answer. An answer left blank will be given zero points.
2. The teams with the top three scores will enter the final round. Ties will be resolved on the basis of the responses to a number of specially designated questions on the quiz.

FINAL ROUND COMPETITION:

1. Questions for this round will be randomly chosen.
2. Each team will be provided with a switch. The first switch activated will turn on the indicator light for that team and will block the other teams' indicators from being turned on.
3. Each question will be given verbally and the team that turns on its indicator light will give the answer verbally.
4. Ten seconds will be allowed for an answer to be given after the indicator light is turned on. For an answer to be correct, it must be accompanied by proper units!
5. Any question not responded to in one minute will be voided.
6. This round is limited to 20 questions.

FINAL ROUND SCORING:

1. One point will be added to the score for a right answer and one will be subtracted for a wrong answer.
2. The first team to reach a score of 4 will be declared the winner and the competition will end. If after 20 questions no team has scored 4 points, the team with the highest score will be declared the winner.
3. If after 20 questions there is a tie for first place, extra questions will be given to the tied teams only until the tie is resolved.

OVERALL SCORING:

1. First, second, and third place will be awarded on the basis of placement in the Final Round.
2. Ties (2nd and 3rd) will be broken on the basis of test scores in the Preliminary Round. Other than this, Preliminary Round scores have NO EFFECT upon the awarding 1st, 2nd, or 3rd places.
3. Fourth through fifteenth places will be awarded on the basis of scores achieved in the Preliminary Round.

EVENT #3 - FLYING MACHINE

TEAM: A team can have up to two (2) members.

RULES AND REQUIREMENTS:

Two separate competitions will be run: one for duration and one for accuracy. In both cases, the following rules and requirements apply:

1. Competitors will provide their own Flying Machine. One entry per team.
2. The same Flying Machine must be used for both competitions.
3. Accuracy launches will be executed from a single competitor's hand at a target 25 m from the launch point. No forward motion of the arm or hand of the competitor is allowed during the release of the Flying Machine. Duration flights may be made from either a volleyball referee's platform or from a standing position on the gym floor.
4. There are no size, construction, or material limitations, except that the Flying Machine must have a minimum weight of 0.02 N. The use of remote control devices is prohibited.
5. Propulsion is limited to rubber bands or model airplane contest rubber which is, and must remain, aboard the Flying Machine and must provide the forward motion.
6. Practice flights may be taken before the competition begins. Each competitor will be afforded the opportunity to make two launches for scoring in each round with the best score for the round being retained for scoring purposes.
7. Modifications of the Flying Machine may take place between the accuracy and the duration phases of the competition. However, the mass must remain constant; i.e. nothing may be added to, or removed from, the Flying Machine.
8. If there is a mechanical problem, the contestant will be given three minutes to rectify it once he/she has been called to compete.

ACCURACY:

1. Each competitor will release his/her Flying Machine at a target placed on the floor 25 m from the launch point.
2. The position of the first impact with the floor is recorded. Each impact position will be spotted as it occurs for later measurement.
3. If the contestant completes two (2) flights for accuracy, the more accurate of the two will be used for scoring purposes.
4. Distances from the center of the target area to the impact positions will be measured in meters. The smallest distance from the target determines the winner.
5. The winning score is awarded 1 point with the other scores being given in accordance with the placement; i.e. second place equals 2 points; third place 3 points, etc.

DURATION:

1. The contestant has the choice of releasing the Flying Machine from either the platform or from a standing position on the gym floor.

2. Timing of a flight begins from the time the Flying Machine becomes airborne until it makes contact with any solid part of the gymnasium (i.e. score board, bleachers, ceiling, floor, etc.).
3. The times recorded by three timers will be averaged to the nearest tenth of a second. If the contestant completes two (2) flights for duration, the better (average) time will be used for scoring purposes.
4. Greatest duration will be awarded 1 point with other scores being given in accordance with the placement; i.e. 2nd place equals 2 points, 3rd place equals 3 points, etc.

TOTAL SCORE:

1. The score is composed of the sum of the accuracy plus duration scores. The competitor with the lowest total score will be declared the winner, with the other place winners determined in the same manner.
2. Ties will be broken by the better score in the accuracy phase of the competition.

NOTE: CONTESTANTS WHO ARE SCHEDULED TO PARTICIPATE IN ANOTHER EVENT BEGINNING AT 9:30 A.M. MUST COMPLETE THE FLYING MACHINE COMPETITION BY 9:25 A.M. OR HAVE AN ALTERNATE STANDING BY TO COMPLETE IT.

EVENT #4 - BRIDGE BUILDING

TEAM: One (1) person per team; up to three (3) entries per school.

If more than one bridge is entered by a school, the bridge with the higher number of points will count toward the team score.

Team members will be responsible for writing the school name (may be abbreviated) and number on the bridge. For example: "Boardman #1"

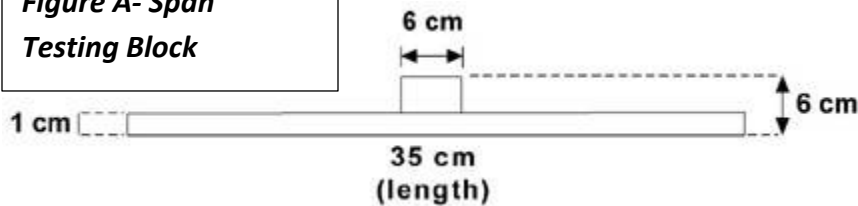
APPARATUS: Construction and materials must satisfy the following rules and requirements:

1. The bridge shall permit the span testing block pictured (**Figure A – below**) to slide laterally underneath the width of the bridge without touching. (The length of the test block must pass underneath and parallel to the bridge.) The span of 35 cm between supports, **measured on the inside of the bridge legs**, will be the location where the test block is placed.
2. The bridge shall be free-standing.
3. The bridge shall have an approximate level and smooth "road surface" with a minimum width of 3 cm and a minimum length of 20 cm so that a Hot Wheels type car can ride across it.
4. The bridge shall contain no element wider than 1/8" x 1/8" commercial balsa stock. Two or more single pieces, each separately qualifying, may be attached by the competitor without violating this requirement. Splitting wider balsa stock into 1/8" x 1/8" sections is NOT permitted.
5. Balsa wood and **Elmer's White Glue** are the only materials to be used! Bridges constructed of bass wood will be disqualified.

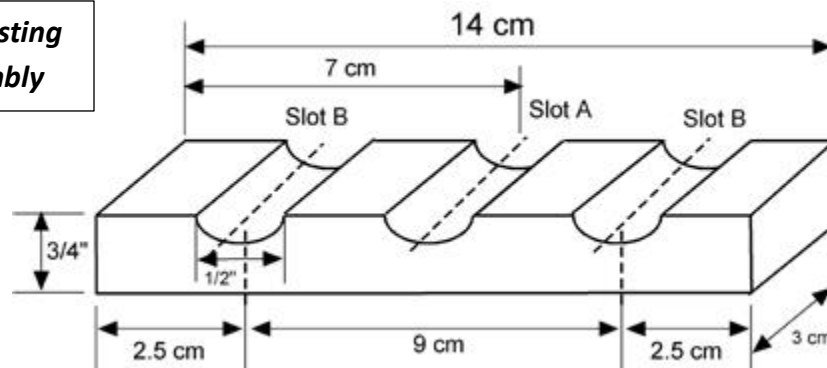
6. The total mass of the bridge plus the glue shall not exceed 40grams.
7. No fastening mechanism except mechanical interlock of the balsa pieces or Elmer's White glue is allowed.
8. The bridge design shall permit the testing block assembly (see **Figure B**) to be placed on the road surface. The width of the test block should be at least 3 cm (the minimum width of the bridge).

NOTE: Any bridge not meeting the above specifications will be automatically disqualified. It is, therefore, important that each contestant be aware of this fact and that his/her bridge be carefully checked before being entered. Once the bridge is checked in, no further adjustments will be permitted.

**Figure A- Span
Testing Block**



**Figure B- Testing
Block Assembly**



COMPETITION:

1. The bridge shall be placed upon a testing stand which will consist of a flat level surface, with an opening of approximately 30 cm.
2. The contestant may choose either a single 1/2" diameter dowel rod or two 1/2" diameter dowel rods, extending beyond the sides of the bridge. The load applied to the bridge shall be suspended from either the single rod placed in slot A of the test frame or the two rods placed in slots B. (Whether one rod or two are used will be determined by the design of the entrant's bridge. If either option would work, the judge will choose the two-rod method.)
3. A plastic barrel, with an empty weight of approximately 30 lbs, shall be suspended from the test frame. If the bridge does not collapse from this qualifying weight, then the official judge will begin to slowly add water to the barrel until the bridge collapses. The total breaking weight will be measured after the bridge has collapsed. (The definition of a collapse will be left SOLELY to the discretion of the judge.)

SCORING: The bridge with the greatest ratio of **Mass held by bridge at collapse/Mass of bridge** is declared the winner. Second through fifteenth places will be determined in a similar manner.

EVENT #5 - HOT WATER MAKING

TEAM: A team consists of two (2) members.

PURPOSE: To heat 300 grams of water by mechanical means in such a way that the greatest change in temperature is attained in the shortest time. A minimum rise of 5 degrees Celsius is required before a judging score will be assigned.

APPARATUS (Each team may bring one apparatus):

Each team will construct one device to be brought to the competition that will, using mechanical means only, heat 300 grams of water to the highest temperature in the shortest time.

"Using mechanical means only" is interpreted to mean that solar, flame, chemicals, or other direct sources of heat may not be employed. The use of electric generators or similar conversion of mechanical energy to electrical energy is also prohibited. The heat energy must be obtained only through "mechanical means," the original energy source being the two team members. (However, the mechanical energy may be converted to heat by first producing friction, for instance.)

The decision of the judge on whether a device qualifies will be final. In addition, there must be no damage done to the surroundings caused by the use of the device.

PROCEDURE:

1. Teams will be issued 300 grams of water at room temperature in a 12-oz Styrofoam cup. The water must be heated through mechanical means and returned to the judges as a cup of hot water. If they wish, teams may bring their own thermometers. No additives, chemical or otherwise, to the water will be permitted. After a 3 minute set-up period, the event will begin and the time of heating and the final temperature of the hot water will be measured.
2. The maximum time allowed to heat the water will be 15 minutes.

SCORING:

1. Two watches will be started when the contestant begins to pour the water into the EMPTY reservoir. The first watch will stop when the cup has been refilled after the heating process and the competitor has said "stop." The cup will be adjusted to 300 grams of water by adding room temperature water. The final temperature will then be measured.

2. A minimum rise of 5 degrees Celsius in temperature is required before a judging score will be assigned.
3. Should the minimum temperature not be achieved, the contestants may choose to again place the water in their container and continue heating a second time. The second watch will stop when the cup has been refilled after the heating process and the competitor has said "stop." The cup will be adjusted to 300 grams of water by adding room temperature water. The final temperature will then be measured. In this case, the time used to calculate the "Event Score" will be the cumulative time read on the second watch.
4. The maximum "Team Score" of 15 points will be awarded to the team with the highest "Event Score." 5. Second through fifteenth places will be awarded on the basis of the relative "Event Scores."

EVENT #6 – SODA STRAW ARM (NEW FOR 2018)

TEAM: A team consists of 2-3 members.

SODA STRAW ARM - each team will be given 15 jumbo plastic, clear straws, 10 straight pins and one #1 paper clip. The straws used in the competition will be 7 $\frac{3}{4}$ " or 10" straws. Straws will be provided for the actual competition only. No straws will be provided for event preparation. The purpose of the competition is, with only the above materials, to construct the longest arm from their own team design that will support a 50-gram mass. Construction time will be 20 minutes with testing by the team allowed during the construction. The paper clip, bent to an "S" shape, is to be used only for attaching the 50-gram mass. It must be attached by looping it over a single straw or pin. It may not be used in any way to strengthen or help construct the arm.

1. Students are required to bring and show the judges a sketch of their design prior to the competition to guide their construction. No physical models will be allowed at the competition.
2. Straws, pins and the mass will be provided at the competition. The mass will be attached to a string (approximately 30-cm from the paper clip to the top of the mass). Scissors and pliers will be allowed as tools but they will NOT be provided.
3. If students wish to cut pins, they must bring and wear chemical splash goggles and gloves and move to the "pin cutting station" to complete this process. Goggles and gloves will NOT be provided. Students will not be allowed to cut pins without wearing goggles and gloves. If no goggles are worn, then the pins cannot be cut. If pins are cut without the use of goggles and gloves, then the team will be disqualified and will not complete this problem in the competition.
4. All construction must be done during one 20-minute time period at the competition site. If pins bend or break during construction, they will not be replaced. At the end of the 20-minute period all arms will be labeled and placed on the judge's second table. The team members will pick up the arm only when they are called to compete. No modifications

are allowed after the 20-minute construction period. This prohibition includes replacing straws or pins, which have pulled loose from the arm.

5. The arm apparatus must be in contact with (not secured to) the top surface only of the table. e. The arm must support the mass above the floor for 10 seconds without any straws "crimping". Crimping is a fold line across the straw and will be allowed in the original construction before testing.
6. A team member is responsible for holding the straw arm and sliding it out from the edge of the table to the desired position. This person may not touch any part of the apparatus that extends beyond the table once timing has begun. Once the straw arm is in the selected position and tension has been supplied by the 50-gram mass, the 10-second period begins, and manipulation of the arm by the holder must stop.
7. The distance will be measured along a horizontal line perpendicular to the table edge from the point directly above the point of attachment of the weight. The distance to be recorded will be the distance at the end of the 10-second time period. h. If the arm design is such that the arm end is higher than the tabletop, the 30 cm string must extend below the top of the table so the judge can accurately measure the length using a meter stick at table-top height.

THE COMPETITION: One of the team members will hold the arm in the desired test position against the tabletop with no part of the team member's body extending beyond the test edge of the table and with both palms touching the tabletop. No other part of the team members' body may touch the arm or be attached to it. The other team member will attach the weight by placing the loop of the string attached to the 50-gram mass over the hook end of the paper clip. As soon as the team member hooks the string and immediately removes his/her hand from the string, the 10-second period will begin. This team member may not touch the arm, string, or mass during the 10 second time period. During this time the holding team member may not manipulate the arm. At the end of the 10-second time period, the judge will measure the length of the soda straw arm. Each team whose arm successfully holds the 50-gram mass for ten seconds will be immediately given a second trial. No changes may be made to the arm except for desired repositioning on the tabletop. The winner is the team with the arm having the longest recorded distance, which held the mass successfully for 10 seconds.

VENT #7 - FARADAY PICKUP

TEAM: A team consists of up to 3 members

PURPOSE: Given an amp power supply set at 6, design and **build an electromagnet** which will lift the greatest mass of paper clips and drop them. (Magnet must be built on-site).

BACKGROUND: Faraday Pickup is an activity designed to allow students to apply the electromagnetism laws they studied in their E & M class. The Competition: The rules are as follow:

1. Team members must design and build an electromagnet (using their own materials) which will operate at 6 V and suspend paper clips.
2. The power supply will be set for 6 V prior to connection to the electromagnet (any drop below 6 V due to internal resistance will not be corrected).
3. The electromagnetic may not consist of any permanent magnets.
4. The paper clips must either be suspended below a surface or be attached to a vertical surface. The paper clips may not rest above a surface.
5. Surfaces used to attach paper clips may not use adhesives, hooks, or any other fasteners (i.e., only magnetic forces are permissible).
6. The only source of power permitted is the provided 6 volt supply.
7. Each team will have 2 trials (on the spot) and the opportunity to come back a third time after they discuss improvements and adjustments that can be made to their design. Paperclips will be counted after each attempt. Only the greatest amount of paperclips lifted will count.
8. The greatest amount of paperclips lifted will be the winner.

Materials supplied:

- 6 volt power supply
- paper clips

EVENT #8 - PING-PONG BALL LAUNCH - (NOTE NEW DISTANCES FOR 2018)

TEAM: Each team will consist of one (1) official competitor who may have up to two (2) assistants, depending on the needs associated with the individual catapult. Up to three (3) medals will be awarded, however only one prize will be awarded.

PURPOSE: To obtain the highest possible score while launching a ping-pong ball via a catapult from three (3) different specified distances and having it land on/in a circular target.

ENTRIES: Each team will be limited to one entry. The same device must be used for all three (3) launch distances, although it may be modified for the different launch distances.

APPARATUS:

1. The catapult will have a base (wheels, rubber base, etc.) that will not scuff the gym floor.
2. There is no weight limit on the catapult.
3. When in its ready-to-launch position for the 2 meter competition, the catapult must completely fit into a box 30 cm on each side (i.e. 30 cm x 30 cm x 30 cm).
4. The catapult itself must be made entirely of non-metallic materials; the only exception will be the use of metal fasteners (hook eyes, rings, angle braces, etc.). Every effort should be made, however, to construct the entire apparatus from cloth, wood, rubber, latex, canvas, tape, glue, and other non-metallic materials. **NO METAL HINGES OR METAL RODS WILL BE PERMITTED!**
5. The catapult must be self-sufficient (i.e. no electric motors, human help, compressors, etc.). A release mechanism (i.e. a trigger) **MUST** be utilized to launch the ball. The trigger must be able to hold the launch mechanism in place, ie. the student must be able to set the trigger and walk away from the launcher without having it release until it is triggered to release. Determination of eligibility of apparatus will be **SOLELY** to the discretion of the judges.
6. The target will consist of a series of concentric circles, as illustrated.
7. The ping-pong balls used will be of a good quality and will be provided by the judges at the time of the competition. If you prefer, you may bring your own good quality ping pong balls.

COMPETITION:

1. Each competing team will launch four ping-pong balls at the horizontal target on the floor at each of 3 distances.
2. The distances will be **2 meters, 4 meters**, and 7 meters, as measured from the center of the target to the shooting box. **(New distances for 2018)**
3. The catapult may be placed anywhere within the shooting box at the three designated distances. The box will be a 0.5 m square, and the base of the catapult must fit inside it.
4. The point of initial contact between the ball and the target will be considered for scoring purposes.
5. The score for each distance will be determined by the three (3) balls yielding the highest score. The score yielded by the 4th ball will only be used to break ties.
6. The final score will be arrived at by adding up the scores from each of the 3 phases of the competition. The team with the highest score will be the declared the winner. Second through fifteenth places will be determined in a similar manner.

MECHANICS AND SCORING:

1. A competitor must have all four launches completed for each distance within 5 minutes of the start of each phase of the competition.
2. Launches that are not made by the end of the 5 minutes time limit will be recorded as 0 points.
3. There will be a three (3) minute time period allotted for adjustments from 2 m to 4 m distance and from 4 m to 7 m distance. No adjustments may be made prior to this three (3) minute segment of time nor may any recorded launches be made during this adjustment period. (Practices may be taken but they will not count.)
4. Any ball that is launched during the three 5-minute competition periods will be counted for scoring purposes and any launched ball will be worth a minimum of 10 points.

5. Scoring beyond the 10 points may be achieved only by balls which initially hit the target (not the floor). A ball must land completely in an area to receive a score. Any ball partially in each of 2 areas will receive the LESSER of the two scores.

TIE BREAKERS:

1. 4th ball score at 7 m
 2. 4th ball score at 4 m
 3. 4th ball score at 2 m
 4. Number of 50 point shots at 7 m
 5. Number of 40 point shots at 7 m
 6. Number of 40 point shots at 7 m
-

EVENT #9 - PHYSICS PHLOATER

TEAM: Two entries per school no more than two students per entry. A maximum of 2 Phloaters per school, to be submitted at time of registration. The Phloater(s) will be returned to the competitor at the time of competition.

APPARATUS:

1. The raceway consists of 4-inch PVC pipe, cut in half lengthwise, approximately 10 feet long. It will be filled with water to a depth of 3.5 cm.
2. The Phloater may be constructed of any material that fits and remains inside the pipe and floats freely during the entire run. The Phloater must have a minimum mass of at least 75 grams and its length and width shall not exceed 30 cm.
3. The Phloater must have a 1/8-inch dowel rod mast that extends at least 15 cm above the trough and remains at that height above the trough for the entire race. The mast will be used for timing purposes and can be no higher than 48 cm. (See #3 below.)
4. The Phloater must have propulsion provided by a rubber band(s) and the system must remain on board the Phloater throughout the run.

Clarification: Boats must be air driven; no water propellers.

COMPETITION:

1. Each Phloater will have the opportunity for two runs along the water course, which is 1.5 m in length.
2. The race will be timed using photogates and laser pointers. The photogates and pointers will be arranged 1.5 meters apart and 5 cm to each side of the trough (photogate on one side and laser pointer on the other).
3. The contestant will place the Phloater at the starting line. The mast must be within 2 cm of the first photogate (**no higher than 48 cm**) and proceed forward when released. When

the judge says "GO," the contestant will release the Phloater. The timing will commence when the mast breaks the first beam and stop when it breaks the second beam.

SCORING:

1. The shortest (non-zero) time of each Phloater's two runs will be recorded for the team competition score.
 2. Ties will be broken by the better time recorded on the 2nd race trial.
-

EVENT #10 - PHYSICS HANG-UPS

TEAM: Entrants (students) must be or have been enrolled in Physics. Entries will be limited to one (1) poster per student and up to two (2) posters per school.

If more than one poster is entered by a school, the one with the higher number of points will count toward the total team score. Students must be present at the time of the judging to answer questions.

OBJECT: To give students an opportunity to express their knowledge of physics in a creative, artistic, or humorous manner.

RULES:

1. **The theme for the 2018 contest is: Phamous Physicists**
2. The poster board used must be 18" x 22" in size.
3. Any medium except chalk or pastel may be used.
4. No part of the poster may be thicker than 1 cm.

COMPETITION:

1. Posters will be judged on appearance, appropriateness, and execution. A good poster should present its topic in a simple, visual manner.
2. A panel of two judges will evaluate each poster. This part of the competition will be limited to two minutes. The poster must speak for itself.
3. Posters must be properly hung up no later than 10 a.m. Posters must have holes punched in the upper right- and left-hand corners so they can be displayed by suspending them with clips.
4. The posters will remain displayed until 1 p.m., after which they must be removed by the contestant or his/her designee.
5. Each poster must be labeled on the front with the name of the artist, the name of the school, and if it is the "A" (first) poster or "B" (second) poster from that school.

JUDGING:

Judging will be based on the following point system:

- Physics - 40 points
- Creativity and originality - 30 points
- Workmanship (construction) - 30 points

SCORING: The poster that receives the highest number of points will be declared the winner. Second through fifteenth places will be determined in a similar manner.

EVENT #11 - MAKING MUSIC (Original Musical Instruments)

TEAM: A group of no more than three (3) students will construct their own musical instruments and perform a specific required song.

PURPOSE: To encourage students to explore the production and collection of sounds in an artistically creative and scientific manner.

SONG: The song for the 2018 competition is: [“Fly Me To The Moon” by Frank Sinatra](#). (We used Jellynote.com for this sheet music).

RULES:

1. Each team will have one presentation.
2. Students will perform their rendition only on the instruments they have constructed.
3. All music will be produced OUTSIDE of the human body (no humming!)
4. No commercially manufactured conventional musical instruments (or any part thereof), synthesizers, or digital samplers can be used. Air compressed using mechanical devices may not be used; the contestants' lungs are the only source of air.
5. The following written explanation must be included. Three copies for the adjudicators must be turned in at the registration table upon arrival. Explanation as follows:
6. Required is a one-page, double-spaced explanation (no larger than 12 point font) of the technical aspects of the production of the required music, including the applicable physics. An additional page of diagrams and/or drawings is required.

ADJUDICATION: Adjudication will be based on the construction of the instrument(s), the musicality of the performance and the explanation of the physics involved in making the project. An oral explanation must be made. Adjudicators may ask questions regarding the project.

SCORING:

- 30% Originality of musical instruments
 - 30% Musicality of the performance
 - 20% Written technical explanation
 - 20% Oral technical explanation
-

EVENT #12 - EGG DROP

TEAM: One team (entry) per school, containing up to (2) members.

OBJECT: To construct a container of original design, with minimum mass, so that it will protect a raw egg (medium size) from breaking or cracking when dropped from a fixed height of approximately 12 meters.

RULES:

1. Each team will be permitted one entry; a team can have up to two (2) members.
2. Each egg drop container must be constructed from standard copy paper. Each team will be provided with 10 sheets of 8-1/2" x 11" copy paper and 1 meter of transparent tape.
3. The use of construction aids such as scissors, model eggs, rulers and/or other construction devices is permitted but must be provided by the contestants.
4. The container can be of any design, but must fit through normal door openings.
5. Each team will be given 20 minutes to construct the container after which the container will be weighed by one of the judges.
6. Raw eggs (medium size) will be provided to the contestants at the time of the competition but not until the device has been constructed and submitted to the judges for weighing.
7. The container with the egg inside, will be dropped by one of the judges from a height of 14 meters (This is 3 1/2 flights up the interior stairwell of Stambaugh Stadium.)
8. The egg must survive intact (not cracked). The decision of the judge is final.

COMPETITION:

1. The contestant(s) must build the device at the contest site and within the allotted time period (20 minutes). No egg will be made available during construction.
2. The container (minus egg) will be given to the judge for weighing, identification, and for any needed launching instructions.
3. Each team will directly load its container with the raw egg supplied by the judges. One of the judges will observe the process of loading. Contestants must be able to secure the egg in the container within one minute.

SCORING:

1. The container with the minimum mass, and which survives the fall without breaking or cracking the egg, is declared the winner.
2. Second through fifteenth place winners will be determined in a similar manner.

ADDITIONAL NOTES:

- The official height for the Egg Drop is 14 meters - three and half flights up the Stambaugh stadium stairs.
- The landing can be easily access through the Michael & Mary Jo Fagert Lobby (north lobby by Hot Water Making Event), or the elevator located there.
- To reach the judges one flight of ten stairs will need to be climbed.
- The apparatus and egg will land in the basement level. The drop area is in between the walls and the measurements are 1 meter x 5 meters x 14 meters.