**Bowling: Odyssey Style!**

(When the teams enters the room, tell them this is a hands on problem and give them 1 minute to select the team members who will participate)

You will have 7 minutes to solve this problem. You can ask questions, but time will continue.

There are three bowling setups on the floor in front of you. You problem is to create a device or devices that will allow you to launch balls toward the bowling pins.

There are materials for you to make your devices; no other materials may be used. You may not alter the setup.

When launching the balls, you and any device used must stay behind completely behind this line. Any attempt made where your or the device crosses the line will NOT count. You may NOT launch the balls using any part of your body directly.

You will have 15 balls. You may not retrieve the balls once you launch them. You may make as many attempts at each setup as you like and you do not have complete them in order nor do you have to complete before moving on to another setup.

Some of the pins have stars on them. These pins must not be knocked over. Pins without stars should be knocked over. To be considered knocked over the pin must be lying on its side.

Scoring will be as follows:

Each pin correctly knocked over will receive 5 points

Each pin correctly standing will receive 5 points

Each setup that is completed totally correct will receive 10 points

Creativity of how the balls are launched 1-25

Teamwork 1-15

**For judges only**

Setup 10 empty water bottles in a bowling formation in three separate setups

Tape a line 5 feet from the setups

At the first setup, do not put stars on any of the bottles. On the second setup, put stars on all but the back four bottles. On the third setup put stars on all but the middle bottle.

Provide 15 balls. Golf balls and tennis balls would probably work the best.

Give the teams the following materials: 1 broom, 1 yardstick, 2 soup cans, 5 cups, 10 rubber bands, 1 dowel rod, 1 shoe, 1 coat hanger, 2 pieces of string 12”, 36” of masking tape, 5 sheets of paper.

Place dots on the floor for the locations of the water bottles.

If a team member crosses the line, try to tell them before they launch the ball. If a team member is across the line, that attempt does not count.