

Hands On – Target Practice

1. In Part I, you will have 4 minutes and an additional 4 minutes in Part II.
2. You may talk during Part I, but No Verbal Communication is allowed during Part II.
3. In Part II, you will divide your team as such: 2 members will be the **Signalers**, 2 members will be the **Blindfolded Walkers** and 1 member will be the Traffic Controller.
4. **The problem is to devise a nonverbal system to communicate with the Blindfolded Walkers that will direct the Blindfolded Walkers to place the “game markers” on the targets for score.**
5. In Part I, you will plan and practice. Provided materials are what 1) Communicators may use to direct, but not touch, the Blindfolded Walkers and 2) that the Traffic Controller may use to direct traffic.
6. Only the Blindfolded Walkers may handle the game markers.
7. The Communicators may not pull or push or touch the Blindfolded Walkers either directly or with any of the provided materials.
8. The traffic controller must stay behind the boundary line.
9. **FOR EXPERIENCED DIV I AND ALL DIV II TEAMS ONLY** The green game markers are to be placed on the pink targets and the orange markers on the white targets.

Scoring:

For Primary and inexperienced teams:

A game marker on any target paper gets full credit

For Experienced Div I and all Div II teams:

1) A game marker placed in/on the target circle on the correct color receives full credit as marked.

2)
If the Blindfolded Movers come into physical contact with each other in any way, a 15 pt penalty will be assessed for each occurrence.

Hands On “Target Practice”

Judging Instructions:

1. Read problem to team and provide them 2 copies to read along.
2. As you read problem, make sure to point out the game markers (green and orange distinction for experienced teams and Div II teams), the point values on the targets, and the boundary line.
3. You can alert them to when one minute is left for both Part I and Part II (even if they don't ask).
4. ENFORCE no talking rule for Part II.

Things to coach them on:

1. To start out ask if team has a designated Reader. If not, have team select one (just for today). The reader should then be the one who reads along to themselves as you read the problem aloud. Give whatever assistance is needed to primary team members.
2. The 2nd copy of the problem will hopefully be picked up by another team member. For Div II teams and experienced teams, remind them about this “opportunity” if they don't act on it themselves.
3. The absolute key to hands on problems is being able to understand what the problem is asking them to do and how to maximize point attainment. The role of the reader is critical here.
4. **With non verbal hands on problems**, they need to devise a signaling system in Part I so the “blindfolded walker” knows where to go and when/how to place the marker on the targets. ie. a single clap could mean take one step forward, a tap on a can could mean bend over and place game marker on floor directly between your feet, etc.
5. They'll know quickly in Part II if they have enough signals to complete the challenge; you can always stop the action after a minute or two in Part II and let them go back to an extended Part I.
6. Always emphasize what they did well, especially if they divide up into the roles quickly and get the spirit of the problem right away.