

8-8:45 check in

Use your team number to determine which time slots your team will compete in each event.

Room/Time	Impound	8:45-9:35	9:45-10:35	10:45-11:35	11:45-12:35	12:45-1:35	1:45-2:35
		Write It Do It A	Write It Do It B	Water Quality B	Water Quality A	Dynamic Planet. B	Dynamic Planet. A
		Crime Busters B	Crime Busters A	Scoring and clean up			
		Food Science (trial) A	Food Science (trial) B	Scoring and clean up		Anatomy A	Anatomy B
		Disease Detectives A	Disease Detectives B	Density Lab B	Density Lab A	Heredity B	Heredity A
		Experimental Design. B	Experimental Design A	Reach for the Stars A	Reach for the Stars B	Circuit Lab A	Circuit Lab B
		Ornithology B	Ornithology A	Fossils B	Fossils A	Road Scholar. A	Road Scholar. B
	Impound by 8:45	Machines device testing. Teams will sign up for a 10-minute time slot. Device testing may extend into the exam time slot.				Machines exam. B	Machines exam. A
		Meteorology A	Meteorology B				
	Impound by 8:45	Mousetrap Vehicle Teams will sign up for a 10-minute time slot					
	No	Boomilever Teams will sign up for a 10-minute time slot					
	No	Ping Pong Parachute (trial) Teams will sign up for a 10-minute time slot					
	No	Elastic Launched Glider Teams will sign up for a 10-minute time slot					

Note: For Machines, devices and required diagrams and graphs/tables must be impounded by 8:45. Device testing will begin through team sign-up. Any devices that haven't been tested by the end of the exam time slot may continue to be tested during that time slot. For instance, a team taking the exam during time slot B may complete their device testing during time slot B, but must be completed before the time slot for the A group to begin their exam. Exact time slots will be determined as we near the tournament date.

2:45-3:15: Gather all team supplies, load cars/buses with materials. Clean up team homeroom spaces. Be patient as we wait for the scores to be submitted, tallied and confirmed. Congratulate each other on a job well done!

Around 3:30pm: Awards begin.