

BB-8 JEDI JOUST RULES



OVERVIEW:

Two or more teams will compete on a smooth playing field littered with obstacles by the opposing team. The goal is to knock down all three flags and joust the final ring through to the goal as fast as possible.

Hint: Teams that design BB-8's Maker Saber to stay pointing forward and not fall off will have a distinct advantage.

ORDER OF PLAY:

1. Teams will 'flip a coin' to determine who will go first.
2. 1 minute before the starting time the opposing team will place the obstacles on the field within the grey obstacle zone.
3. Teacher will start the clock and the driver will proceed to drive BB-8 around the course. The driver will first try to knock down the flags, then joust the final ring through to the goal.
4. The assigned score keeper will keep track of the start and end times as well as how many times BB-8 touches obstacles and goes outside of the playing field on the scoresheet.

NOTE: If BB-8' Maker Saber falls off, the team has to shout "BB-8, BB-8, BB-8" out loud, then they can put in back on.

SCORING:

- +5 Flipping each tower over AND it falls within the game surface (15 points possible)
- + 10 Successfully jousting the final ring and carrying it through to the finish line
- +10 Team that complete the competition in the fastest time
- 1 Each time BB-8 touches an obstacle
- 2 Each time Going outside the game surface perimeter
- 2 Each time BB-8's hat (jousting component) falls off

Up to 20 points for teacher's assessment of engineering notebook showing sustained investigation of the design of the product.

Up to 40 points for teacher's assessment of 5-minute presentation of BB-8 Saber design and game strategy.

NOTE: The lines of the field are considered "in play." So touching the line is considered within the game surface.