

Reflection Relay

Two runs at different LEVEL (no sags) tables.

Each table has three mirrors on stands, a laser pointer and a large object. Mirrors are grouped around the laser.

Goal is to place mirrors and aim pointer so that the beam bounces off three mirrors and strikes the target.

First run is with laser off; team sets up with laser off, (on go and timed up to five minutes then scratch) when ready, time is stopped. Laser is turned on and points are given for how many mirrors and target.

One point for each mirror and two for the target are awarded. If target is struck with less than all three mirrors, it is one point.

Second table, time is more important.

At "Go" from the manager, the team goes to the three mirrors and places them until the target is struck. This is the "Stop," time called from the team. Two minute maximum before a scratch (one minute, 30 seconds, 10 second count downs are called). The laser can be turned off and on for trial and error on and manipulated simultaneously with the mirrors. If "stop" comes within the two minutes record time. If scratch, record points the same as run one.

Use total points from runs one and two and the fastest times to rank teams.

Time is seen as a tiebreaker, the goal is to hit the target using all three mirrors. Second run time is first, then the time of the first (never had to use yet)

The tables are constantly being rearranged to different configurations for each run.

(I subtracted the points from a maximum of 10 and the time so that the lowest score is ranked first)