Write it Do It (B/C)

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The Event:

- Participants need to be on time. The event will begin at the posted time and will not be held for no-shows. Late writers *will* be allowed to participate, but will *not* get extra time.
- Do not enter the room until invited. Writers are first, then doers.
- No cell phones!!
- Participants do not need to bring anything (except their blue forms) to the event.

Writers:

- Printable punctuation marks/editing symbols that can be produced on a PC standard 101-key keyboard by pressing a single key or a single key in combination with the shift key may be used. These must be used in their normal context and not as symbols to form a key/code.
- NEW CHANGE: Use of diagrams or drawings with result in disqualification. Improper use of the symbols or codes will result in a 1% penalty for each minor infraction (e.g. unlabeled abbreviations or improper editing symbols.
- Abbreviations are fine, but must be defined at the beginning OR when the abbreviation is first used.
- Writers will remain in the room for the entire 25 minutes. There is no benefit for finishing the writing early.
- If each person has their own object, they are allowed to touch, manipulate and even disassemble the object as they are writing.

Doers:

- Doers may leave the room as soon as they finish, but have up to 20 minutes.
- I *might* give doers more pieces than they need to build their objects.

Scoring:

- One point is awarded for each piece in the correct location and orientation.
- Time to complete (doer part only) is used as a tiebreaker, so building speed is important.
- Pieces that are connected correctly beyond the incorrect connection will be counted in the score.

Hints:

- Give an overview of the object at the outset so the doer knows what the overall goal is.
- Time permitting, list the pieces (including colors, shapes, etc.) used. This will help in case I provide more pieces than necessary.
- Use a spatial model in descriptions (e.g. the face of a clock, compass directions, anatomical directions, etc.) but do NOT draw your clock, compass, etc.
- Be as precise as possible, particularly with respect to orientation.
- Break the instructions and the assembly down into components, and then describe how the components are assembled.
- Practice, a lot . . .