It's a Trap!

Virtual/Online Competition Forms

Membership Name:				
Number:	Division: I II III IV (circle one)			
Team	List Form			
1	A brief description of the moving object and how the structure traps it:			
2. T	imestamp when the structure attempts trapping the object for score:			
	The three traps avoided by the oblivious character and the time in the performance they will occur (write in order of appearance):			
	1			
:	2			
;	3			
4	A brief description of the narrator character:			
5	A brief description of the oblivious character:			
6. ·	The signal our team will use to indicate we have finished our performance is:			

TOTAL VALUE OF MATERIALS USED = _____

Cost Form

Team members must complete this form and list all items used in the presentations of their problem solution, including those exempt from cost and assigned a value. Adults may help fill it out for Division I team members only. Do not include sales tax.

Name of Item	Used For	Value	
(e.g. wood, fabric, etc.)	(e.g. costumes, props, all areas etc.)	(used value)	
1	1	1	
2	2		
3	3	3	
4	4.	4	
5	5	5	
6	6.	6	
7	7	7	
8	8.	8	
9	9.	9	
10	10	10	
11	11	_ 11	
12	12	12	
13	13	13	
14	14	14	
15	15	15	
16	16	16	
17	17	17	
18	18	18	
19	19	19	
20	20	20	
21	21	21	
22	22	22	
23	23	23	
24	24	24	
25	25	25	

Style Form

Team members must complete this form. Adults may help fill it out for Division I team members only. *Note that no element scored in the Long Term problem may be selected.

Style Category (Team fills in #1 to #4)	Possible Points	Points Awarded (Judge fills in)
(If the category is "Free choice of team," do not include anything scoring.)	that is scored in long-ten	m problem
1.	1 to 10	1
2.	1 to 10	2
3.	1 to 10	3
4.	1 to 10	4
5. Overall effect of the four Style elements in the performa	nnce. 1 to 10	5

Briefly tell how the four Style elements combine to enhance the long-term problem solution. Please print or type and use only the space below.

TOTAL STYLE SCORE =
(Maximum possible = 50 points)

Outside Assistance Form

We understand that it is against the rules for anyone other than the team members to design, build or present the long-term problem solution.

We understand that any team member who was ever on our team must remain on our roster and will count as a team member.

We realize that we may get instruction in various areas of design and construction or in performance techniques, but know that these instructions may not be specific to the long-term problem solution. By signing below, we testify that we have followed all of the rules regarding outside assistance. If there are any exceptions, we have listed those.

WE HAD HELP WTH: (Please describe any assistance with your specific problem solution if you had any. State NONE if no assistance was received. Also, please list names of former team members no longer on your team (if the roster exceeds seven) and when they last worked with the team.

Coach # 1	
Coach # 2	
Coach # 3	
Team Member	Grade(US) Birthday(Int'l)
Grade(US) Birthday(Int'l)	Team Member
Team Member	Grade(US) Birthday(Int'l)
Grade(US) Birthday(Int'l)	Team Member
Team Member	Grade(US) Birthday(Int'l)
Grade(US) Birthday(Int'l)	Team Member
Team Member	Grade(US) Birthday(Int'l)

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Team script(Copy + paste script & add pages as needed! Please use at least 10-pt font.)

Team Specific Clarifications(Write, or copy + paste team specific clarifications & add pages as needed! Please use at least 10-pt font.)