

Membership Name: _____

Number: _____ Division: I II III IV (circle one)

Team List Form

2. A brief description of the moving object and how the structure traps it:

3. 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:

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 (e.g. wood, fabric, etc.)	Used For (e.g. costumes, props, all areas etc.)	Value (used value)
1. _____	1. _____	1. _____
2. _____	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. _____

TOTAL VALUE OF MATERIALS USED = _____

It's a Trap!

Virtual/Online Competition Forms

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 that is scored in long-term problem scoring.)		
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 performance.	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 _____

Birthday: Grade _____ Birthday _____

Team Member _____

Birthday: Grade _____ Birthday _____

Team Member _____

Birthday: Grade _____ Birthday _____

Team Member _____

Birthday: Grade _____ Birthday _____

Team Member _____

Birthday: Grade _____ Birthday _____

Team Member _____

Birthday: Grade _____ Birthday _____

Team Member _____

Birthday: Grade _____ Birthday _____

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Team script

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