**Science Relay Rules**

General Concept: Teams of 4 compete in a relay of a series of timed science and physical activities. All teams compete at the same time in separate lanes.

Location: School Gym

**Section 1: Competition**

* A starting line will be provided by event supervisors at competition. All competitors must be behind the starting line in order to begin.
* For each team, a table with a judge will be located 45 feet away from the starting line in the team’s lane.
* Time will be measured with a stopwatch by an event supervisor. The event supervisor will countdown for the teams’ run times to start. Run times end when every competitor returns behind the starting line, after the teams complete each task.
* Once the timing begins, the each team member, one at a time, must perform one of the physical tasks below:
1. Basketball: Dribble a basketball, in a zig-zag pattern, around a set of 7 cones
	* Each cone is separated by 3 feet
2. Soccer: Dribble a soccer ball, in a zig-zag pattern, around a set of 7 cones
	* Each cone is separated by 3 feet
3. Football: Pass a football twice in a row to any competitor behind the starting line from the 7th cone
4. Frisbee: Pass a frisbee twice in a row to any competitor behind the starting line from the 7th cone
* A competitor must successfully complete his or her physical task before moving on to the table. He or she has an unlimited number of tries to complete the task.
* Once a competitor successfully completes a task, he or she must run to the team’s table while carrying the ball or frisbee. Upon reaching the table, the competitor must sit down and answer a science question handed out by the judge. Competitors are given up to 1.5 minutes to answer a question. Pencils and erasers will be provided at the tables.
* The judge checks the competitor’s answer. If the competitor answers the question correctly, he or she is allowed to run back to his or her team. If the competitor answers incorrectly before the time is up, he or she can keep trying to answer the question correctly and can keep asking the judge to verify any new responses. If the competitor does not answer the question correctly in time, he or she has to perform a penalty physical activity. The penalty is based on the physical activity performed before running to the table. See the list in section 3.
* For the next team member to begin, the previous competitor MUST cross the starting line. If a competitor starts before the previous competitor crosses the starting line, there will be a violation penalty added to the total score.

**Section 2: Science Question Topics**

Science teachers help create and compile these questions. They are based on students’ middle school science curriculums.

* Biology
* Ecology
* Geology

**Section 3: Penalties Tasks**

Each physical task has an associated penalty task if a competitor fails to correctly answer a science question in time. The penalty tasks are listed below, next the their respective physical tasks.

1. Basketball Penalty- Hop on one foot
2. Soccer Penalty- Carry a ping pong ball on a spoon
3. Football Penalty- Heel to toe walk
4. Frisbee Penalty- Crab walk

**Section 4: Violations**

If an event supervisor at the starting line observes any of the following from a team, he or she will give the team a competition violation penalty deduction of up to 5 points.

* Profanity
* Crossing the starting line before the previous member crosses the line
* Crossing the starting line before the stopwatch begins
* Bad sportsmanship
* Bullying

**Section 5: Scoring**

* Answer Score (A)= Total number of questions answered correctly
* Violation score (V)= number of violations
* N= number of team members
* Total score (TS)= (A - V)/N