



CorelDraw.com

Battle Tops / Spin-Off Competition (to follow LEGO WeDo “Smart Spinner” project)



Match Score Sheet

Date of Match:	Team A Member names:	Team B Member names:
Class Period:		
Round 1 winner:		
Round 2 winner:		
Round 3 winner:		
Match Winner:		
Referee / Witness:		

Customization Rules/Procedures:

1. You may alter **any** of:
 - The spinning top design
 - The hand-held launcher design
 - The program design
2. You may **only** use parts from your WeDo set.
3. You **must** use the motor (on the launcher) to power the spinning motion; you **must** use a program to operate the launcher; and you **must** launch the top by holding the launcher in hand.
4. You should **practice**. You may have unofficial “scrimmage” matches, with teacher permission.
5. You need to be **ready** on competition day.
6. Have **fun**. It’s a game.

Tournament Rules/Procedures:

1. Each team should have one person operating the **computer** (starting the launcher program) and one person holding/operating the **launcher**. If a student lacks a partner, they may get a volunteer to stand in. Be careful to arrange the USB cables **safely** out of the way.
2. A **Referee** (Lab Mgr./helper) must be officiating for the Match to count.
3. **1 Match = 3 Rounds**. 2 out of 3 rounds wins a Match.
4. A **Round** should **start** with operators having launchers in hand and within the arena/ring. Each launcher and top should be on an opposite side of the arena. Each spinning top should be mounted on its launcher and resting on the flat surface. Motors should be off and no programs should be running. No-one should be touching the table, arena/ring, USB cables, or anything that could interfere. Referee should check before starting a round.
5. Referee will **say** “Start your motors...3, 2, 1, Launch!”
6. At “Start your motors,” computer operators should start a launch program.
7. At “Launch,” the launcher operators should release their tops, and remove their hands/launchers from the arena.
8. The **last top** that it still spinning/standing will win the Round. Collisions do not matter, unless pieces fall off. If both tops stop at the same time, it is a tie and the Round should be re-played.
9. A top that **drops any piece**, while spinning or upon collision, automatically loses the Round. If a top is badly damaged and needs re-building, the Referee shall halt the Match and declare a Match winner by default.
10. **Interfering** with any parts of the game, touching opponent’s pieces, or failure to maintain self-control may result in automatic loss.
11. **Referee** may make judgements and call for re-do’s. **Teacher** may be called for disputes. Remember it’s a **game**, though.