

WRITE IT / DO IT

1. **DESCRIPTION:** Technical writing skills are an important part of an engineer's or a scientist's abilities to communicate precisely and clearly. This event will test a competitor's ability to effectively communicate with a colleague in writing by having their partner construct a device from this written description.

A TEAM OF: 2

APPROXIMATE TIME: 50 minutes

2. **THE COMPETITION:**

- a. A student is shown an object (which may be abstract) built from, but not limited to, such items as science materials, inexpensive materials (e.g., straw, push pins, Styrofoam balls, paper cups, Popsicle sticks, etc.) or commercial sets (e.g., K'nex, Tinker Toys, Lego, Lincoln Logs, etc.)
- b. One student has twenty-five (25) minutes to write a description of the object and how to build it. There will be no advantage to finishing early. Only words and numerals may be used. Symbols, drawings and diagrams are not allowed, with the exception of common punctuation and editing symbols. All abbreviations (not symbols) must be defined either at the beginning or when the abbreviation is first used.
- c. The supervisor of the event will pass the description to the remaining team member who will take the description and attempt to recreate (build) the original object in twenty (20) minutes.

3. **SCORING:**

- a. The team that builds the object nearest to the original and has properly written instructions is declared the winner.
- b. A point will be given for each piece of material placed in the proper connection and location compared to the model.
- c. Pieces that are connected correctly beyond the incorrect connection will be counted in the score. No penalty will be assessed for parts that were not used.
- d. Any improper use of symbols or codes (including use of words or letters as codes) will result in the team being ranked below other teams and receive participation points only.
- e. Time for the construction phase will be used as a tiebreaker.