

Animal House: Procedure for Testing the Structure

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Weigh-in:

The team must bring its UNDECORATED structure (C3) and glue (if used) to weigh-in.

During weigh-in a team member will pick up the structure, rotate it, and place it upside down to verify that it is a single interconnected structure (A.The Problem, B6d, and J: The Glossary). The team may pick up the structure at any point. However, Weigh-In officials may require a team member to pick it up from different, specific points.

During Weigh-In, corrections to any violations found upon inspection will be allowed under C4.

The structure will remain with Weigh-In officials until a team member accompanied by a Staging official, returns to retrieve the structure.

After the performance the structure will be returned to Weigh-In judges and limitations under B9 will be verified.

Staging:

During Staging, the team is allowed to attach the animal decorations to its structure. This cannot delay the staging process or competition. If necessary, the team may be required to continue the attachment of the animal decorations during its performance time (C7).

Testing:

Any time after the Time-Keeper announces "Team Begin," the team will place its decorated structure onto the tester. If animal decorations fall from the structure during placement, the team may choose to be scored for D4a as-is or it may remove the structure and re-attach decorations to try again. If the decorated structure is successfully placed and then items fall off, the team can add the decorations back without having to remove the entire structure. Problem judges will record score for D4a, b and c.

The team will now "feed" the Animal structure the 3 required food items (B11a & b) and problem judges will score D5b. Teams will inform the judges when they are finished placing the food items (as described in C8). If the team cannot get the structure to successfully support the 3 food items and it doesn't want to continue trying, it can inform judges, resulting in a zero score for D5a and, per E8, weight-placement cannot begin. In that case, the team may continue its performance and be scored for those elements until time ends or the team calls "time."

If food items are successfully supported, a Weight Held judge will inform the team to proceed. It can then remove the decorations, leaving the structure on the tester with the 3 food items in place. If the food items fall while the team is removing the decorations, the team is allowed to put them back (per B11d). The team is not allowed to replace fallen food items once weight placement begins.

With decorations removed, and the 3 food items supported by the structure, the team may begin weight-placement – starting with the Crusher Board. Teams are allowed to hold the structure while positioning and placing (including releasing) the Crusher Board (per C9). Once the first weight is being placed onto the Crusher Board, teams cannot touch the structure. This begins when the first weight breaks the top horizontal plane of the safety pipe. Weight-Held judges may speak to team members (and any adult assistants in divisions 1 & 2) during the process of placing weights and will score D3.

All style judges and problem judges should position themselves to observe all portions of the team's performance and to score D1-6, with the exception of D3.

ADULT ASSISTANCE Div I & II only (B15):

If the team chooses to use an adult assistant be sure it is only for the weight amounts allowed for that Division as listed in the problem.

The weight selected must have been done clearly and solely by the team. A team member (or members) must complete all aspects of weight placement from selecting the weight, picking it up, moving it to the tester, and placing it onto the weight stack. The adult assistant is allowed to help at any or all of the phases after weight selection.