



CONSTRUCTION
CHALLENGE

PRESENTED BY:

VOLVO

Construction Equipment

CHAMPIONSHIP FINALS

2011 TRAVEL GUIDE



Championship Finals

TRAVEL GUIDE FOR TEAMS

We hope that you and your team are enjoying the prep work for the Construction Challenge Championship Finals. This entire project represents a \$2 million dollar investment on the part of AEM, Volvo Construction Equipment, AEM member companies and Destination ImagiNation, Inc. to develop the future construction workforce. We are very excited to provide this opportunity for you to learn about our transportation and water infrastructure and their relationship to our way of life.

This Travel Guide for Teams is the final set of information for your team prior to traveling to Las Vegas, NV March 21-25, 2011 to compete in the Championship Finals. It is VERY IMPORTANT that you read this guide thoroughly, so you will be properly prepared for the event and the competition.

If you need any help moving forward, please email us at:
HELP@constructionchallenge.org

Team Manager Checklist

Please use the following checklist to be sure that you have the most important “things” taken care of to get your team to the Championship Finals:

- ___ Travel arranged to Las Vegas
- ___ All travelers have legal photo identification to use at airport security (as needed)
- ___ Review Challenge Clarifications (see page 32)
- ___ All materials, equipment and supplies for Challenges packed or shipped to Las Vegas
- ___ All parents and school officials have the contact number for Team Manager
- ___ All parents and school officials know to check www.ConstructionChallenge.org for updates
- ___ Team has packed a set of tools and emergency repair items as needed
- ___ Team has packed extra copies of all paperwork, as well as all Challenge Packet
- ___ Team Manager has determined rooming arrangements
- ___ Pack sponsor/AEM thank you letters/gifts/notes from team and school/organization
- ___ Review Behavior Expectations with all team members and Additional Adults prior to leaving for Las Vegas
- ___ Make a general schedule for your team of major activities for each day in Las Vegas
- ___ Email any questions or concerns to help@constructionchallenge.org



Championship Finals

TABLE OF CONTENTS

Schedule of Events _____	4
Shipping _____	6
Airport Transfers/Van Shuttle Service _____	7
Team Registration _____	8
Housing _____	9
Meals _____	11
Dress Code _____	12
Behavior _____	13
Interference _____	14
Additional Safety Guidelines _____	15
RC System _____	17
Team Check Out _____	18
Practice Schedule _____	20
Challenge Prep _____	21
Challenge 1 HQ Diagram & Schedule _____	23
Challenge 2 Procedure & Schedule _____	25
Visiting NCCCO Booths _____	28
General Notes _____	29
Challenge Clarifications _____	32



Championship Finals

EDUCATIONAL BENEFITS

- Foster creative and critical thinking
- Learn and apply Creative Problem Solving methods and tools
- Develop teamwork, collaboration, and leadership skills
- Nurture research and inquiry skills, involving creative exploration and attention to detail
- Enhance and apply written and verbal communication and presentation skills
- Promote recognition, use, and development of many and varied strengths and talents
- Encourage competence in, enthusiasm for, and commitment to problem solving

Construction Challenge 2011 Championship Finals

SCHEDULE OF EVENTS



MONDAY, MARCH 21st

8:00 AM – 3:00 PM	Arrival of Teams into Las Vegas, NV	LAS Airport to Alexis Park
12:00 N – 4:00 PM	Team Registration	Alexis Park: Athena
12:00 N – 5:00 PM	Team Equipment Drop Off at LVCC	LVCC N209 and N 210
8:00 AM – 5:00 PM	Officials Room/Score Room Open	LVCC N207
2:30 PM	Departure to Rehearsal	Alexis Park to LVCC Lobby
3:00 PM – 5:00 PM	Rehearsal for CONEXPO Opening	LVCC
5:00 PM – 5:30 PM	Departure to Alexis Park	LVCC Lobby to Alexis Park
6:00 PM – 7:00 PM	Shuttles departure to Hilton	Alexis Park to Hilton
7:00 PM – 9:00 PM	Opening Ceremony & Dinner	Hilton: Ballroom B
9:00 PM	Departure to Alexis Park	Hilton to Alexis Park

TUESDAY, MARCH 22nd

6:30 AM – 7:00 AM	Breakfast	Alexis Park: Parthenon 1-2
6:45 AM	Departure for CONEXPO Opening	Alexis Park to LVCC
7:15 AM – 8:30 AM	Prep for CONEXPO Opening	LVCC Front Lot
8:00 AM – 5:00 PM	Team Equipment Storage Open	LVCC N209 and N210
8:00 AM – 5:00 PM	Officials Room/Score Room Open	LVCC N207
8:30 AM – 9:30 AM	CONEXPO Opening Ceremony	LVCC Front Lot
10:00 AM – 5:00 PM	Road Rumble Practice Sessions	LVCC Lobby
10:00 AM – 4:30 PM	H2Oh Yeah Round 1	LVCC Outside Main Lobby
12:00 N – 1:30 PM	Lunch	LVCC N201-N204
4:00 PM – 6:00 PM	Shuttles to Alexis Park	LVCC to Alexis Park
5:00 PM – 11:00 PM	Dinner-On Your Own/Free Time	Las Vegas!

WEDNESDAY, MARCH 23rd

6:30 AM – 8:30 AM	Breakfast	Alexis Park: Parthenon 1-2
8:00 AM – 10:00 AM	Shuttles to CONEXPO	Alexis Park to LVCC
8:00 AM – 5:00 PM	Team Equipment Storage Open	LVCC N209 and N210
8:00 AM – 5:00 PM	Officials Room/Score Room Open	LVCC N207
9:00 AM – 5:00 PM	Road Rumble Competition Day 1	LVCC Lobby
10:00 AM – 4:30 PM	H2Oh Yeah Round 2	LVCC Outside Main Lobby
12:00 N – 1:30 PM	Lunch LVCC	LVCC N201-N204
4:00 PM – 6:00 PM	Shuttles to Alexis Park	LVCC to Alexis Park
5:00 PM – 11:00 PM	Dinner-On Your Own/Free Time	Las Vegas!

THURSDAY, MARCH 24th

6:30 AM – 8:30 AM	Breakfast	Alexis Park: Parthenon 1-2
8:00 AM – 10:00 AM	Shuttles to CONEXPO	Alexis Park to LVCC
8:00 AM – 3:00 PM	Team Equipment Storage Open	LVCC N209 and N210
8:00 AM – 5:00 PM	Officials Room/Score Room Open	LVCC N207
9:00 AM – 5:00 PM	Road Rumble Competition Day 2	LVCC Lobby
10:00 AM – 4:30 PM	Championship Finals H2Oh Yeah Rounds 3, 4 and 5	LVCC Outside Main Lobby
12:00 N – 1:30 PM	Lunch	LVCC N201-N204
3:00 PM	Team Equipment Storage EMPTY	LVCC N209 and N210
4:00 PM – 5:00 PM	Shuttles to Alexis Park	LVCC to Alexis Park
5:00 PM – 6:00 PM	Shuttles departure to Hilton	Alexis Park to Hilton
6:00 PM – 7:00 PM	Construction Career Fair	Hilton Ballroom B
7:00 PM – 9:00 PM	Sponsor Dinner & Closing Ceremony	Hilton: Ballroom B
9:00 PM	Departure to Alexis Park	Hilton to Alexis Park

FRIDAY, MARCH 25th

6:30 AM – 8:30 AM	Breakfast	Alexis Park
6:30 AM – All Day	Team Departures for Home	Alexis Park to LAS Airport



SHIPPING

Teams are responsible for any shipping expenses for getting items to Las Vegas. We recommend that your team plan to travel with your solution to Las Vegas if at all possible.

If Challenge solutions need to be shipped, ship them to Team Manager Name & School, CONSTRUCTION CHALLENGE, Alexis Park Resort, 375 E. Harmon Ave., Las Vegas, NV 89169

However, we recommend that your team plan to travel with their solution to Las Vegas if at all possible.

AIRPORT TRANSFERS VAN SHUTTLE SERVICE

We are very pleased to be working with a long-time Destination ImagiNation, Inc. partner University of Tennessee Conferences. UT Conferences will be in Las Vegas with us to provide airport transfers, equipment movement, luggage transfers and storage, and hotel check-in support.

ARRIVAL IN LAS VEGAS, NV

Upon your arrival at the Las Vegas Airport (LAS), please proceed to the baggage claim area. You will be greeted by a UT Staff person who will be holding a Construction Challenge sign. Identify your team to this person and they will provide you with instructions for your ground transfer to the hotel. You will be taken to Alexis Park Resort Hotel for Team Registration.

Registration procedures will take approximately one hour for each team. Registration is open from 12:00 noon to 4:00 PM on March 21st. Be sure to see the Registration Procedure in this guide for details on what you will need at Registration.

VAN SHUTTLE SERVICE

Beginning on Championship Finals Day 1 (March 21st), UT Conferences will operate van shuttle service for teams needing to deliver their equipment to the Las Vegas Convention Center (LVCC) storage and competition site. You will want to get more information on this service at Registration on March 21st.

Teams may also utilize this shuttle service to get to and from the hotel. Priority will be given to teams going to the LVCC on their competition days.

NOTE: If teams need to take their equipment back/forth to the hotel, note that the van shuttle is dropping off teams (and equipment, tools, repair kit) approximately 2-3 blocks from the Las Vegas Convention Center (LVCC). Teams are responsible for moving their equipment, tools and repair kit to/from the shuttle and the LVCC.

DEPARTURES FROM LAS VEGAS

During registration procedures on March 21st, UT Conferences will schedule your team for a specific pick-up time and location for your ground transfer back to the Las Vegas Airport.

NOTE: We will not be able to transport teams to the airport that have departures very late/very early morning (for instance the 11:30PM or 12:35AM flights). We must allow our drivers to have enough sleep.



TEAM REGISTRATION

Monday, March 21st

Upon arrival in Las Vegas, you will want to get your team through the official registration process. Registration is open on Monday, March 21st from noon until 4:00 PM and is located at the Alexis Park Resort. The Alexis Park Resort is also the headquarters for the Construction Challenge event and the location for breakfast each day. Review the registration checklist below and be sure to be prepared for this important process.

FULL TEAM	
<p>TABLE 1: Check-In</p> <ul style="list-style-type: none"> <input type="checkbox"/> Official registration of arrival <input type="checkbox"/> Process any missing registration paperwork – new team members consent <input type="checkbox"/> Official team photo <input type="checkbox"/> New Team Profile and signed Declaration of Team Independence 	
<p>TABLE 2: Event Credentials</p> <ul style="list-style-type: none"> <input type="checkbox"/> Check photo identification for each Team Manager and team member <input type="checkbox"/> Get CONEXPO/CON/AGG credentials <input type="checkbox"/> Get Construction Challenge team credentials <input type="checkbox"/> Get Emergency phone tag and pocket card 	
<p>TABLE 3: Press & Media Relations (Full Team)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Meet with public relations personnel to discuss local and national media opportunities 	
TEAM MANAGER ONLY	TEAM MEMBERS ONLY
<p>TABLE 4A: Transportation</p> <ul style="list-style-type: none"> <input type="checkbox"/> Schedule airport return shuttle <input type="checkbox"/> Schedule any equipment transportation needs <input type="checkbox"/> Review Van Shuttle service schedule 	<p>TABLE 4B: Challenge 1 & 2 Check-In</p> <ul style="list-style-type: none"> <input type="checkbox"/> Meet Challenge 1 & 2 Appraisers <input type="checkbox"/> Submit Cost Invoice <input type="checkbox"/> Submit Job Hazard Analysis <input type="checkbox"/> Review Practice Time
FULL TEAM	
<p>TABLE 5: General</p> <ul style="list-style-type: none"> <input type="checkbox"/> Review behavior, safety and security issues <input type="checkbox"/> Each Team Manager and each Team Member completes Pre-Finals survey <input type="checkbox"/> Relax ☺ <input type="checkbox"/> Get answers to any of your questions 	
<p><i>Welcome to the Construction Challenge Championship Finals</i></p>	



HOUSING ALEXIS PARK HOTEL INFO

All teams, paid additional adults and Construction Challenge officials and staff are staying at Alexis Park hotel.

Alexis Park
375 East Harmon
Las Vegas, NV 89169
Phone: 800-453-8000

- The doors to all hotel rooms open to the outside.
- Each team will be assigned 3 rooms.
- It is up to the Team Manager to determine rooming arrangements in advance.

IMPORTANT NOTES ABOUT HOTEL

- Please do NOT contact the hotels in advance about your reservations because our rooms are reserved as a block.
- Each room will need to have a credit card on file for incidentals and guarantee against damages. This is the responsibility of the lead Team Manager.

CURFEWS

We recommend the following nightly curfews for all teams. Team Managers are expected to oversee their teams at all times, including when the team is at the hotel in the evening.

Recommended curfew times:

DATE	RECOMMENDED CURFEW
MONDAY, MARCH 21 st	11:30 PM
TUESDAY, MARCH 22 nd	11:00 PM
WEDNESDAY, MARCH 23 rd	11:00 PM
THURSDAY, MARCH 24 th	12:00 Midnight

HOTEL ROOMING LIST

*Please complete the form below BEFORE arrival in Las Vegas!
Be sure to bring at least 4 copies of this completed form with you to Las Vegas!*

TEAM NUMBER: _____

TEAM MANAGER (Lead): _____

ROOM ONE		OCCUPANT NAMES	AGE (A if Over 21)
HOTEL ROOM # Assigned upon arrival	1		
	2		
	3		
	4		

ROOM TWO		OCCUPANT NAMES	AGE (A if Over 21)
HOTEL ROOM # Assigned upon arrival	1		
	2		
	3		
	4		

ROOM THREE		OCCUPANT NAMES	AGE (A if Over 21)
HOTEL ROOM # Assigned upon arrival	1		
	2		
	3		
	4		

Construction Challenge 2011 Championship Finals



MEALS

Each housing package includes basic meal provisions beginning with dinner on Monday, March 21st and concluding with breakfast on Friday, March 25th.

NOTE: Teams will be on their own for dinner on Tuesday and Wednesday.

Please use the following chart to plan your meal schedule.

MONDAY, MARCH 21st

7:00 PM – 9:00 PM	Opening Ceremony & Dinner	Hilton: Ballroom B
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TUESDAY, MARCH 22nd

6:30 AM – 7:00 AM	Breakfast	Alexis Park: Parthenon 1-2
12:00 N – 1:30 PM	Lunch	LVCC N201-N204
5:00 PM – 11:00 PM	Dinner-On Your Own/Free Time	Las Vegas!

WEDNESDAY, MARCH 23rd

6:30 AM – 8:30 AM	Breakfast	Alexis Park: Parthenon 1-2
12:00 N – 1:30 PM	Lunch LVCC	LVCC N201-N204
5:00 PM – 11:00 PM	Dinner-On Your Own/Free Time	Las Vegas!

THURSDAY, MARCH 24th

6:30 AM – 8:30 AM	Breakfast	Alexis Park: Parthenon 1-2
12:00 N – 1:30 PM	Lunch	LVCC N201-N204
7:00 PM – 9:00 PM	Sponsor Dinner & Closing Ceremony	Hilton: Ballroom B

FRIDAY, MARCH 25th

6:30 AM – 8:30 AM	Breakfast	Alexis Park
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Construction Challenge 2011 Championship Finals

DRESS CODE



Each team member will receive three (3) shirts for the event.

3 Green T-shirts – Sponsor logo on the front; Construction Challenge logo on the sleeve and Team Sponsor or AEM/DI logo on the back (with sponsor booth number). Any time the team is at the CONEXPO-CON/AGG show all members should have one of these sponsor shirts on.

EVENTS

Below are the events that will take place as part of the Construction Challenge Championship Finals. All team members and Team Managers should be dressed appropriately for each event:

DATE	EVENT	DRESS CODE
MONDAY, MARCH 21st	Arrival in Vegas	Team Choice
MONDAY, MARCH 21st	Opening Ceremony	Team Choice Suggest team or sponsor oriented attire; we expect many Construction Challenge supporters and officials at this event.
TUESDAY, March 22nd	CONEXPO-CON/AGG Opening Ceremony	Construction Challenge Green T-shirt
TUESDAY, March 22nd	Competition	Construction Challenge Green T-shirt
WEDNESDAY, MARCH 23rd	Competition	Construction Challenge Green T-shirt
THURSDAY, March 24th	Competition	Construction Challenge Green T-shirt
THURSDAY, March 24th	Construction Career Fair	Dress as you would for a job interview.
	Sponsor Dinner & Closing Ceremony	AEM and most sponsors will have representatives at this dinner.



BEHAVIOR

Destination ImagiNation, Inc. and AEM have the absolute highest expectations for the behavior of every team member, Team Manager and Additional Adults participating in the Construction Challenge Championship Finals. It is a privilege to be part of this event and we will have zero tolerance for any incidents of misbehavior or inappropriate activity while at the event, the hotel or any other place in Las Vegas during your sponsored stay.

Any team member, Team Manager or Additional Adult not willing to abide by the expectations listed below should NOT attend this event. Any matter of misbehavior will be addressed by the Construction Challenge Finals Director. Any decisions made by the Director will be final.

EXPECTATIONS

- Each and every team member is expected to do their very best to contribute to the creativity, teamwork and problem solving required of their team in order to successfully participate in Construction Challenge Finals in Las Vegas, NV on March 21-25, 2011.
- Every team member, Team Manager and Additional Adult will be respectful, courteous, and well-behaved while participating in Construction Challenge Finals in Las Vegas, NV on March 21-25, 2011.
- Every team member, Team Manager and Additional Adult will follow appropriate safety rules and regulations to equally keep themselves and team members safe while participating in the Construction Challenge Finals in Las Vegas, NV on March 21-25, 2011.
- Every team member, Team Manager and Additional Adult understand that the illegal use of alcohol, drugs or any inappropriate behavior/activities will result in their immediate expulsion from the Construction Challenge Finals in Las Vegas, NV on March 21-25, 2011.

INTERFERENCE

[COPIED FROM CHAMPIONSHIP FINALS GUIDELINES, PAGES 3-4]

Your Challenge solutions are owned and operated by your team! **Only team members** may contribute ideas and create the solutions. Help from non-team members, including Team Managers, is called *Interference*.

- A total of seven team members may contribute ideas, work on the solution, and participate in your team's solutions at the Finals. Every idea for every part of your unique solution must come from your team members and team members ONLY. If someone not on the team offers an idea, your team may not use that idea, even if you might have thought of it yourselves later on.
- If someone not on your team, including your Team Manager, builds or creates an item using your team's idea, you may not use that item. Your team must start over and build it yourselves in your own way. If someone not on your team, such as your Team Manager or a parent, tells your team how to do something, whether you are building something new or just practicing your solution, your team must politely tell that person to let you do it yourselves.
- If your team does not know the skills that are needed to build your idea, you must learn the skills or find another way to do the project.
- Your Team Manager's job is to smooth the progress of the team by promoting discussion and helping your team gather information and resources. Your Team Manager may facilitate the educational process by helping your team understand what is available and how to get it. Team Managers may not take the lead and make decisions for your team. For example, your Team Manager MAY help your team figure out what you need to learn in order to solve parts of your Challenge, and s/he can even help gather the resources you would like to use. However, your Team Manager may NOT direct or lead your team towards a certain kind of information or solution. Your team must always be involved in the process of getting information and resources.
- Only members of your team may assemble, prepare or repair any items in your solution; decide how to stage your solutions; and decide on all other aspects of your Challenge solutions. If anyone else helps, it is Interference.
- Safety is always paramount for teams. It is not Interference for a Team Manager or parent to point out something to the team that the Team Manager or parent considers unsafe, nor is it Interference to prevent the team from engaging in any unsafe behavior. The team must then figure out what they need to do to be sure their solution is safe.
- At the Finals, Appraisers and other Tournament Officials will deduct points for Interference. This rule is enforced to keep a level playing field for all participants—in other words, to make sure every team receives every point they have earned: no more, no less. Deductions will be given whether the Interference was intentional or not. Deductions are not given for unintentional Interference caused by an Official.
- During your solution presentation, no one in the audience may signal or communicate with your team.

ADDITIONAL SAFETY GUIDELINES

In addition to the safety and electrical guidelines and restrictions found in the Championship Finals 2011 Challenge Packet (page 5), teams will also abide by the following guidelines concerning the use of chemicals and fire/smoke.

FIRE AND SMOKE:

- Your team may NOT use devices or substances which produce an open flame or extreme heat or cold. Extreme heat or cold is defined as “temperatures that can cause damage to bare skin.”
- These devices or substances are NOT allowed: Lit candles, caps, combustion engines, fire extinguishers, fires, fireworks of all types, flammable fuels, “party poppers,” smoke bombs, sparklers, or substances that explode in any way.
- Smoke or fog machines are not allowed.

CHEMICALS:

MSDS Sheet: Teams should be prepared to produce a *Material Safety Data Sheet* (MSDS) showing that items or chemicals they wish to use are safe.

- If team members wish to combine items or chemicals, the Team Manager must certify on the *Declaration of Independence* that the combined use of these items or chemicals is safe and will cause no harm to team members, the audience, or the site.
- Even if items or chemicals have this assurance, they may not be used if the Appraisers determine that they will be used in an unsafe manner or may cause harm to team members, the audience or the site.
- Product manufacturers provide MSDS sheets. Team Managers should remind team members they must request a MSDS at the time of purchase of a product. Good MSDS information can be found at: <http://www.ilpi.com/msds/faq/parta.html#where>
- Teams using chemicals in their challenge will go over the Prep Area Safety Guidelines Form with the Prep Area Appraiser (see form below).

PREP AREA SAFETY GUIDELINES



Team Identifier #	
Team Name:	

Team Manager:
City, State/Province:

For teams using chemicals in their Challenge presentation/solution

The Guidelines strongly suggests, but does not require, that teams provide MSDS (Material Safety Data Sheet) forms if they are using chemicals. This form is only a tool for the Appraisal team to get an idea of what the team will be using in their presentation/solution. It is not necessary to understand the chemical formulas on the sheet.

Prep Area Appraiser will read the following sections of the MSDS form carefully, and review the sheet with the team and the Team Manager so you all understand what it says:

- Hazards and Health Effects
- First Aid Measures
- Firefighting
- Accidental Release
- Handling & Storage
- Exposure controls

If the team is using chemicals in their presentation/solution, whether or not they have brought an MSDS form, the Prep Area Appraiser will ask the team and Team Manager the following questions to understand what the team is planning to do with the items:

- What chemicals do you have here? What are you going to do with them?
- What is the result of what you'll be doing with them?
 - Are you going to mix them with anything?
 - What will happen when they are mixed?
- Are there any dangers or anything else that we should be aware of about these chemicals?
 - Could they be harmful?
 - Could they stain the floor?
 - Will they release any odors / fumes / smoke?
- How can we safely clean up any accident you may have with these chemicals?

NOTE: If you have any concerns whatsoever about what the team will be doing with the items, the Prep Area Appraiser will consult the Head Appraiser. It is their job to determine whether the teams will be using the substances in a safe manner, and to rule on allowing the teams to use them.

2011 CHAMPIONSHIP FINALS RC SYSTEM INFORMATION

THIS RADIO CONTROL SYSTEM IS THE PROPERTY OF DESTINATION IMAGINATION, INC. AND MUST BE RETURNED IN EXCELLENT WORKING CONDITION WITH ALL PARTS IN PLACE IN THE ORIGINAL BOX AND PACKAGING AS SHOWN IN THE PHOTO'S RIGHT AND BELOW



IN THE EVENT THAT ANY ITEM(S) IS/ARE DAMAGED, YOU WILL BE EXPECTED TO PAY DESTINATION IMAGINATION, INC. FOR THE REPLACEMENT OF THOSE ITEMS. A LIST OF REPLACEMENT PRICES IS INCLUDED BELOW.



Futaba Replacement Costs

1. Remote	\$200
Remote Battery	\$ 45
Antenna	\$ 19
2. Charger	\$ 39
3. Remote ID Flags	\$ 15
4, 5, 6, 7 Servos	\$ 20 each
8. Receiver Switch	\$ 56
9, 10, 11, 12 Servo Hardware	
Return any unused items	
13. Receiver Battery	\$ 38
14. Receiver	\$ 76
15. Neck Strap	\$ 10
*ENTIRE SYSTEM	\$514

PLEASE TAKE SPECIAL CARE TO PRESERVE THE ORIGINAL BOX AND PACKAGING MATERIALS! THIS ENTIRE SYSTEM MUST BE RETURNED TO DESTINATION IMAGINATION, INC. AT THE TIME DESIGNATED IN YOUR CHALLENGE PACKET

Construction Challenge 2011 Championship Finals



TEAM CHECK OUT

Team Identifier #	
Team Name:	

Team Manager:
City, State/Province:

TEAM CHECK OUT

After team finishes Challenge 1: Road Rumble, each team will Check-Out. To Check-Out, teams will

_____ Remove Radio Control System components from Challenge 1: Road Rumble solution

_____ Return all RC System components (in original packaging) to Registration Official

If payment is due, teams will pay the Registration Official with cash, check or credit card.

Team Storage/Work Room must be clean & RC System returned by 3 PM Thursday

Radio Control Part	Returned in good working order	Replacement Needed	Replacement Costs
1. Remote			\$200
Remote Battery			\$45
Antenna			\$19
2. Charger			\$39
3. Remote ID Flags			\$15
4. Servo			\$20
5. Servo			\$20
6. Servo			\$20
7. Servo			\$20
8. Receiver Switch			\$56
9. Servo Hardware			Return any unused
10. Servo Hardware			Return any unused
11. Servo Hardware			Return any unused
12. Servo Hardware			Return any unused
13. Receiver Battery			\$38
14. Receiver			\$76
15. Neck Strap			\$10
Styrofoam packaging			Return in excellent condition
Carton			Return in excellent condition
ENTIRE SYSTEM			\$514
Team Manager Signature		Registration Signature	Day/Time



DestinationImagiNation®

The most important course in education.

CREDIT CARD AUTHORIZATION FORM

Destination Imagination, Inc.

Date: _____

Credit Card Type: Amex _____ Master Card _____ Visa _____

----- - ----- - -----
Card Number

Expiration Date: ____ / ____

Total amount to be charged _____

Cardholder's Name (Please Print)

Cardholder's Signature

If paying by Credit Card, we require you to provide
the Billing Address of the credit card holder.
This information is required for us to charge your card.

Credit Card Billing Address:

Name on Credit Card: _____

Street: _____

City: _____

State Province: _____ ZIP: _____

Office Use Only				
Version3_80208				

Construction Challenge 2011 Championship Finals



PRACTICE SCHEDULE



- All Road Rumble competitions and practices are on the competition site at the Las Vegas Convention Center.
- Practice times are scheduled on Tuesday, March 22nd from 10am – 5pm. Two teams at a time will have an assigned timeslot to practice for Challenge 1 Road Rumble.
- **If teams show up late, they forfeit the minutes they are late.**
- **No accommodation will be made for teams that miss their practice time.**
- The courses will NOT be open for team practice at any other time. The only other time that teams will have access to the Challenge 1 course is during your competition time.

Practice time		
10:00 AM	NCCCO WA9WA	Gorman-Rupp Company OH23OH
10:30 AM	Paladin Construction Company ON9ON	Gradall Industries OK14KS
11:00 AM	Volvo Construction Equipment IL61L	Liebherr VA2VA
11:30 AM	Bridgestone GA6TN	Volvo Construction Equipment WA18WA
12:00 AM	Liebherr TX13TX	John Deere Construction & Forestry IL04IL
12:30 AM	LUNCH	LUNCH
1:30 PM	Astec Industries WI03WI	Ohio CAT OH13OH
2:00 PM	Volvo Construction Equipment GA4AL	Ditch Witch OK10OK
2:30 PM	Miller Electric Manufacturing Company IL19IL	Liebherr VA7VA
3:00 PM	Manitowoc WI01WI	Miller Electronic Manufacturing Company IL20IL
3:30 PM	Link-Belt Construction Equipment Company OH3KY	Volvo Construction Equipment TX5TX
4:00 PM	Kobelco Cranes North America TX17TX	Volvo Construction Equipment ON21ON
4:30 PM	Paladin Construction Group ON5ON	Multiquip Inc. WA15CA

NOTE: Teams will be able to charge batteries in their hotel room and in the team storage area in the LVCC.



CHALLENGE PREP

SITE PROCEDURES

For each Challenge site, there is a Prep area where teams will report to in advance of your Challenge time. Prep areas are generally very near the competition site.

Teams will report to the Prep Area Appraiser **AT LEAST** 15 minutes prior to their scheduled time. At that time, teams will have ALL materials with them, including their Emergency Repair kit/supplies, and will be ready to go.

After teams perform any required activities in the Prep area, teams will move to the competition area. There teams will follow Appraiser instructions from this point.

If your team is not at your Challenge site by your competition time, you will not be permitted to compete in that challenge.



PREP AREA CHECKLIST

Team Identifier #	
Team Name:	

Team Manager:
City, State/Province:

CHALLENGE 1 – ROAD RUMBLE

- _____ Equipment is self-powered
- _____ Is remote controlled using the provided radio-control system
- _____ Has a wheel base that is not wider than 2ft x 2ft
- _____ Fits completely inside a 3ft x 2ft x 3ft box
- _____ Does not weigh more than 50 pounds

_____ Install Frequency Crystal

- Install the new frequency crystal in your receiver and transmitter
- Remove the crystal as soon as your competition is over

SAFETY ISSUES: (Check all elements for Potential Safety and Floor Damage)

- _____ General Safety: Go over with team:
Not allowed: Feet not protected by reasonably impenetrable sole; lasers or laser pointers; smoke or fog machines, lit candles, caps, combustion engines, fire extinguishers, fires, fireworks of all types, flammable fuels, "party poppers," smoke bombs, sparklers, or substances that explode in any way; live animals; batteries that have been modified or batteries that can spill liquids; non-insulated electrical devices; real firearms of any type. Helium balloons and dry ice are not permitted.
- _____ Are you using a strobe light? [If so notify Head Appraiser]
- _____ Chemicals and/or Chemical Reactions: Will your team be using any Chemicals or creating any chemical reactions during the Presentation? If so, use Prep Area Safety Guidelines Form.
- _____ Answer any team questions

Once your team is finished in the Prep Area, the Prep Area Appraiser will direct you to the competition course.

CHALLENGE 1: ROAD RUMBLE

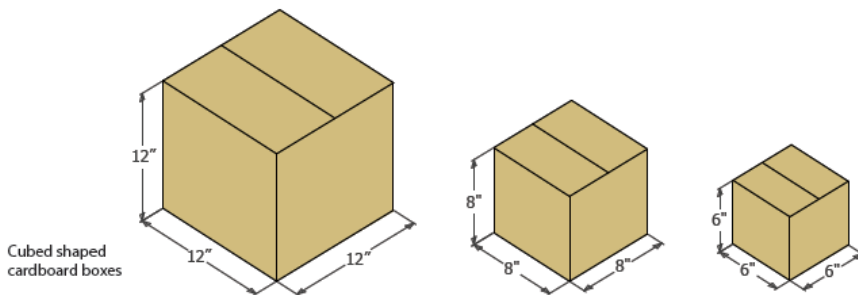
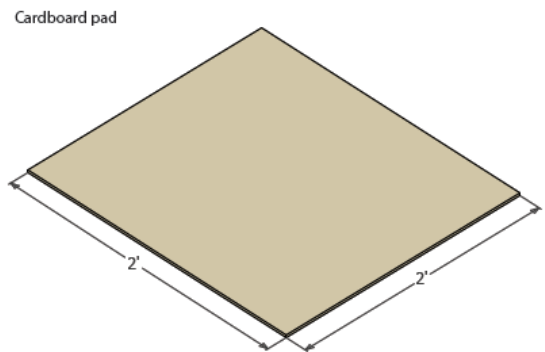
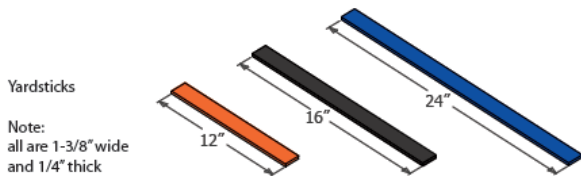
PRESENTED BY:
VOLVO
Construction Equipment

COMPETITION SCHEDULE

- No special requests for scheduling will be accommodated.
- Challenge 1 Road Rumble Competition Schedule will be posted at Construction Challenge Finals Registration



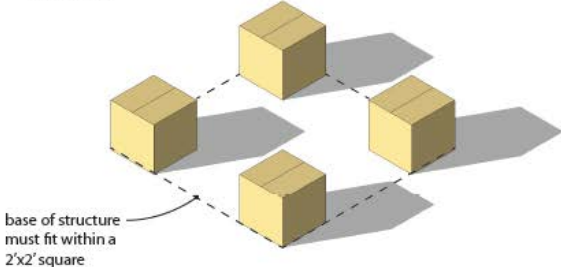
BUILDING SUPPLIES



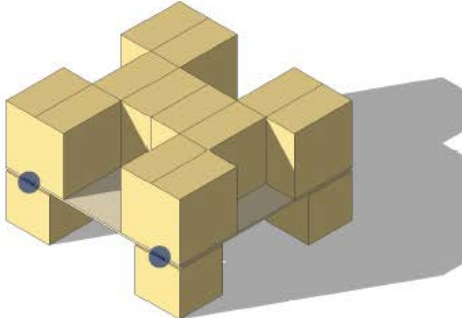
SAMPLE HQ DIAGRAM

Total of 30 Building Supplies in each HQ Diagram
NOTE: Each blue dot indicates one blue yardstick

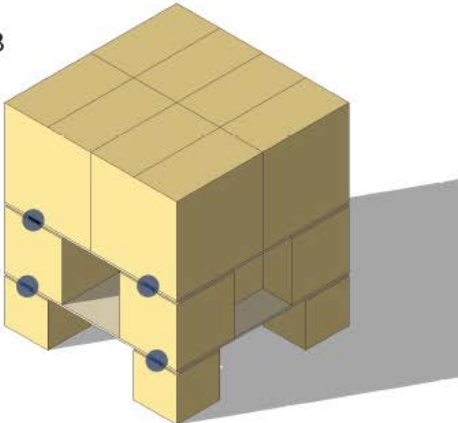
Level 1



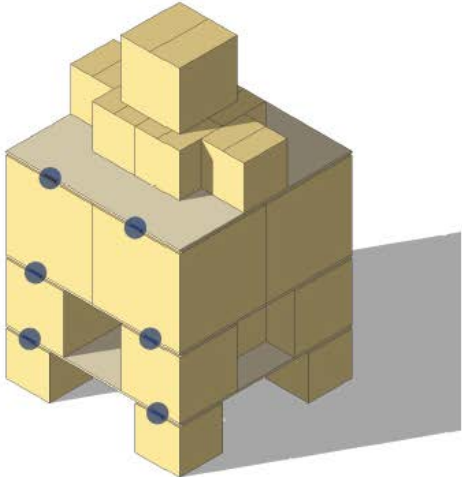
Level 2



Level 3



Level 4





CHALLENGE 2: H2OH YEAH!

CHALLENGE PROCEDURE

Teams will report to the Prep Area Appraiser **AT LEAST** 15 minutes prior to their scheduled time.

COMPETITION FORMAT

1. The MC will announce each team individually and each team will take their place behind their lecterns.
2. The MC will explain the Game Show to the teams and the audience:
"Welcome to Round ___ of the Construction Challenge H2Oh Yeah! Game Show. The way this game show works is each team will answer 5 True/False or Multiple Choice questions that pertain to water and its impact on our world – and then solve a hands-on mini-challenge."
3. First Team 1 will answer 5 questions, then Team 2 will answer 5 questions.
4. Once the MC reads the question, the team will have 20 seconds to discuss and come up with an answer.
 - a. When the team gives an answer, the MC will ask if it is their final answer.
 - b. If the team answers the question correctly, the team receives 30 points.
 - c. The ruling on all questions is final and cannot be contested. While there might be several possible answers, the Appraisers are looking for the best possible answer.
5. At the end of the questions for each Round, the teams will solve a hands-on and head-2-head mini-challenge that is water-based. The teams will have no idea what the challenge is until that time.
6. At the end of the mini-challenge, the appraisers will add up the points that each team received from both the mini-challenge and the question portion and a winner from that round will be announced.

CHALLENGE COMPETITION FORMAT

Challenge 2 H2Oh Yeah!'s schedule is a double-elimination schedule similar to sports double-elimination tournaments (see full schedule on page 26).

Tuesday March 22nd

- Round 1 - ALL TEAMS will compete producing 12 winning teams and 12 losing teams

Wednesday March 23rd

- Round 2 - ALL TEAMS will again compete
- Round 1 winning teams vs. Round 1 winning teams
- Losing teams from Round 1 compete in the Wild Card Division
- This round produces 12 winning teams.

Thursday March 24th

- Round 3 – 12 winning teams from Round 2 compete, producing 6 winning teams
- Round 4 – 6 winning teams from Round 3 compete producing 3 winning teams
- Round 5 – 3 winning teams from Round 4 compete against each other (all 3 teams will play twice in this round)
- Round 6 – FINALS – The 2 teams with the highest score from Round 5 will compete for the Overall Champs for H2Oh Yeah!
- Winner of Round 6 is the 1st place H2Oh Yeah! Champ
- Loser of Round 6 is 2nd place H2Oh Yeah! Champ
- 3rd place H2Oh Yeah! Champ is the Round 5 team that does not advance to Round 6

BONUS POINTS FOR SUBMITTED/APPROVED QUESTIONS

NOTE: The team's Bonus Points (2 points) for each question submitted by March 6 and approved will be added to their Round 1 score.

OVERALL CHAMPIONS SCORING FROM H2OH YEAH!

The average score from Challenge 2: H2Oh Yeah! Rounds 1 and 2 will be the team score that will be added to your Challenge 1: Road Rumble to determine the Overall Construction Challenge Champion.

CHALLENGE 2: H2OH YEAH! COMPETITION SCHEDULE

TUESDAY - Round 1	WEDNESDAY - Round 2	THURSDAY AM - Round 3	THURSDAY PM - Round 4	THURSDAY PM - Round 5	THURSDAY PM - Round 6 - FINALS																																																																																																																																																				
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VISITING NCCCO BOOTHS



Each team is expected to make time to stop by both the NCCCO (National Commission for the Certification of Crane Operators) indoor and outdoor booths. The Indoor-Booth is #3000-3001 (near grand lobby/Road Rumble) and their Outdoor-Booth is 19722 in Silver Lot 4.

At the indoor booth, teams can learn about careers in the crane industry. At the outdoor booth, teams can try a hands-on exercise with a real crane.

ABOUT NCCCO

The National Commission for the Certification of Crane Operators (NCCCO) is a nonprofit industry organization formed in 1995 to develop effective performance standards for safe crane operation.

In the past 15 years NCCCO has administered more than 500,000 written and practical exams to over 100,000 crane operators, signalpersons, and riggers in all 50 states.

By providing a thorough, independent assessment of knowledge and skills, NCCCO aims to enhance lifting equipment safety, reduce workplace risk, improve performance records, stimulate training, and give due recognition to the professionals who work in, with and around cranes.

Professional certifications are available in the following categories: Mobile Crane Operator, Tower Crane Operator, Overhead Crane Operator, Articulating Crane Operator, Rigger, Signalperson, Crane Inspector, and Lift Director.

Construction Challenge 2011 Championship Finals

GENERAL NOTES

SPONSOR THANK YOU

Please be sure to bring along some items to show your appreciation to your sponsors and to AEM for making the Construction Challenge possible. You will have time/opportunity to present these items to your sponsor and AEM officials at Thursday's Career & Awards Dinner. Here are some recommendations:

- School souvenirs
- Letter from school administrator
- Team picture – autographed of course!
- Items from hometown
- Team thank you letter

WANT TO GO TWICE?

We may have an odd number of teams at the Championship Finals. This presents a great opportunity for us in Challenges 1 and 2, since both of these Challenges require two teams to compete simultaneously. Because of this opportunity, we are offering teams the chance to compete in Challenges 1 and 2 twice. Here is how this will work:

1. You will need to be ready to “volunteer” to compete twice in Challenge 1 or Challenge 2 at Registration on March 21st.
2. If your team volunteers, your team number will be placed in “the hat” and at the Opening Ceremony we will draw the teams that will go twice.
3. Once the master scores for Challenge 1 or Round 1 of Challenge 2 are in, our Score Master will have the Team Manager flip a coin to determine which score to actually use for that particular Challenge.

NOTE: This may mean that the team will compete twice in one day in a Challenge. Please consider this opportunity carefully before volunteering! If we do not get any teams to volunteer, we will randomly draw team to go twice. Sign up for this opportunity at Team Registration. Any questions about this procedure will be addressed at Registration.

CURFEWS

We recommend the following nightly curfews for all teams. Team Managers are expected to oversee their teams at all times, including when the team is at the hotel in the evening.

DATE	RECOMMENDED CURFEW
MONDAY, MARCH 10 TH	11:30 PM
TUESDAY, MARCH 11 TH	11:00 PM
TUESDAY, MARCH 12 TH	11:00 PM
THURSDAY, MARCH 14 TH	12:00 Midnight

LVCC TEAM LOUNGE

Teams will have a lounge in room N201-204 in the Las Vegas Convention Center (LVCC). This room will be open from 9:00 AM to 5:00 PM on March 21-24 and is adjacent to the Challenge 1 storage/work room.

EQUIPMENT STORAGE & TRANSPORTATION

Teams can deliver their equipment and repair kit to the Team Equipment Room (LVCC N209 and N210) on Monday, after Registration. Each team should bring some sort of storage to keep your equipment and repair kit secure in the workroom.

The team storage/work room must be cleared out and teams checked out by 3PM on Thursday afternoon.

NOTE: On Tuesday – Thursday, it is a hefty hike from team drop off point to Convention Center. If you need to take your equipment back/forth to the hotel, be prepared to haul it 2-3 blocks to/from the convention center.

TEAM OFF TIME

During team off times, besides visiting the NCCCO booths (above) and your sponsor's booth, be sure to explore the CONEXPO/CONN-AGG show.

Teams are NOT permitted in the AEM booth at any time.

CONSTRUCTION CHALLENGE SPONSORS

Teams should familiarize themselves with their Team Sponsor – check out the company's website and understand what the company makes and sells. Visit your sponsor's booth at CONEXPO/CON-AGG.

In addition, teams should familiarize themselves with presenting sponsor Volvo Construction Equipment and Road Rumble sponsor Ditch Witch. Here is a quick summary of both:

About Volvo Construction Equipment

The title sponsor of the AEM Construction Challenge, Volvo Construction Equipment puts a premium on innovation and invests accordingly. Makers of a full line of heavy equipment, Volvo's core values are quality, safety and environmental care. Volvo CE is part of the Volvo Group.

About the Ditch Witch® Organization

The Ditch Witch organization specializes in the design and manufacture of high-quality underground construction equipment. The company is a one-stop source for trenchers, vibratory plows, backhoes, electronic guidance and locating tools, horizontal directional drilling systems, drill pipe, downhole tools, chain, teeth and sprockets, vacuum excavation

systems, excavator-tool carriers, compact tool carriers, and the Zahn® family of power utility equipment. For more information, please visit www.ditchwitch.com.

OFFICIAL TEAM PHOTO

Official team photos will be taken at the Closing and Awards Dinner on Thursday, March 24th.

CONSTRUCTION CHALLENGE FACEBOOK PAGE

The Construction Challenge Facebook page (<http://www.facebook.com/#!/constchallenge>) will be very important to your team in the next 2 weeks. So look for posts from CustomEd (Rusty McCarty, Peggy Middendorf and Andrew Whitmire).

Also, please post your team photos, sponsor thank you and comments about Construction Challenge on the Facebook page. Let's get the CONEXPO/CON-AGG participants, other teams and sponsors excited about Construction Challenge Finals!

TEAM MANAGER PHOTO CONTEST

We are very pleased to announce a contest meant just for Construction Challenge Team Managers (yes, a chance for you to win fantabulous prizes)! We want your very best action photo of your team as they prepare for the Championship Finals in Las Vegas. We are looking for real photos of your team as they work their creativity, teamwork and problem solving skills towards success in the Finals. Please no "staged" shots or "hammy" group photos - we want to see the real action that is taking place in your classrooms, garages, gyms, dining rooms, libraries and offices as teams take on the three Challenges.

1. All photos must be posted on the Construction Challenge Facebook page (<http://www.facebook.com/#!/constchallenge>) by March 18, 2011.
2. Email help@constructionchallenge.org to notify us of your entry – give the date and time of posting on the Construction Challenge Facebook page
3. No photo editing is allowed.
4. All entries must include the Team Identification # and a brief description of the "action" in the photo.

We will award cash prizes for 1st - \$100, 2nd - \$75 and 3rd - \$50 at the Closing and Awards Dinner on March 24th. Additional prizes will be given for other categories, as needed, to recognize the "amazingness" of other entries. So get those cameras out and snappin' - we wanna see your teams in ACTION!

CHALLENGE CLARIFICATIONS

Please take note of the following important Clarifications to the Challenge Packet!



<p>Asked</p>	<p>Construction Challenge Clarifications 2011</p>
	<p>Challenge 1: Road Rumble</p>
<p>General 2/16/11</p>	<p>General Clarification Challenge #1: Road Rumble The Challenge Space shown on page 13 of the Challenge Packet is actually 16' x 16' instead of 16' 8" x 16'. This means that the distance between the Main Roadway to the Supply Site is now 16 feet.</p>
<p>General 2/27/11</p>	<p>General Clarification QUESTION: Are small RC style gas engines allowed to be used on our Transportation Equipment for the Road Rumble Challenge?</p> <p>ANSWER: No engines or combustibles (e.g. fuel) may be used in any part of any Challenge solutions. Re: The Road Rumble Challenge takes place inside and the use of engines and or combustibles is strictly forbidden.</p> <p>ALSO in Advancing Team Packet (page 12) and in Challenge Finals packet (page 5): 10. Use of Electricity</p> <ul style="list-style-type: none"> • Team Challenge solutions for Challenge 1 may use DC power ONLY. All electrical devices used in your solution must be safely wired with the appropriate gauge of wire, and insulated against possible shock and fire.
<p>General 3/1/11</p>	<p>General Clarification</p> <p>Due to some recent and unexpected site changes for the perimeter of the Road Rumble Challenge site, we have to eliminate the requirement for Equipment operators to change. This means that items B.2.a. and B.2.b. are now eliminated from the Road Rumble Challenge.</p> <p>Item B.2. remains in effect: The Transportation Equipment must be controlled by a team member within the Staging Area, the Supply Site or the Build Site. We still want to see as many team members operate the Equipment as possible during practice and competition rounds.</p>

2/2/2011	<p>TX17TX</p> <p>QUESTION: On page 10 in the Championship Finals 2011 Challenge Packet, number 1) d) <i>Has wheel base that is not wider than 2ft x 2ft.</i> We do not understand this measurement. Wheel base is normally determined as the distance from the center of a car's front wheel to the rear axle. This is a single measurement such as 2ft. What does 2ft x 2ft represent?</p> <p>ANSWER: The maximum wheel base is considered the distance between the center of the front axle to the center of the rear axle. The maximum distance between the center of the front axle to the center of the rear axle cannot be greater than 2 feet. It is very important that the team carefully review the dimensions of the Road Rumble course paying particular attention to the widths of the three Access Roads as they are designing their Equipment.</p>
2/11/11	<p>TX5TX</p> <p>QUESTION: We have searched the paper work about the challenge #1 and we find no where does it says we <u>must</u> use the controller provided. but may be assigned a different frequency.</p> <p>ANSWER: The Championship Finals 2011 Challenge Packet states: Page 6 16. Provided Radio-Control System</p> <ul style="list-style-type: none"> • A Futaba 6-Channel Radio Control System will be provided to each team. • The team is fully responsible for the system and must return it along with all components in excellent condition to Construction Challenge officials at the conclusion of Finals. • Teams must use the assigned frequency chip. Be aware that a different frequency may be required at Finals. If a new frequency is assigned, replacement chips will be provided for the remote and receiver. <p>Page 10 - Prior to Finals A. Build and Test Transportation Equipment 1) Teams will design, build and test Transportation Equipment that: a) Is self-powered b) Is remote controlled <u>using the provided radio-control system and assigned frequency chip</u></p> <p>So the answer is YES, your team must build your Transportation Equipment using the provided RC system and the assigned frequency chip.</p> <p>A different frequency may be required at Finals. If a new frequency is assigned, replacement chips will be provided for the remote and receiver.</p>
2/26/11	<p>TX13TX</p> <p>QUESTION: What constitutes "off the track?" one wheel over the line or the entire vehicle off the track?</p> <p>ANSWER: There will be divider lines in the form of wooden barriers, chains, piping, drop-offs, and other obstacles that will define the different course areas. If the Transportation Equipment goes outside these boundaries, it will be considered "off-course" and the team must follow section B.3.b and c in order to correct the error.</p>

2/26/11	<p>TX13TX QUESTION: In the Road Rumble challenge are teams allowed to bring materials not intended for use on the course?</p> <p>ANSWER: No</p>
3/1/11	<p>WA9WA QUESTION: Can you load the building material into our transporter manually?</p> <p>ANSWER: See item B.4.c.iii. in the Road Rumble Challenge. Teams may handle the supplies and Equipment within the Staging Site, Supply Site, and Build Site.</p>
3/1/11	<p>WA9WA QUESTION: How much clearance is needed underneath the vehicle ANSWER: Clearance underneath the team's Equipment is up to the team.</p> <p>Caution! Teams should study the course topography carefully to be sure the Equipment can traverse as required by the Challenge.</p>
3/1/11	<p>WA9WA QUESTION: Can we use more servos than what is provided</p> <p>ANSWER: Yes, you can use more servos than provided, but they must be included on the Cost Invoice.</p>
3/1/11	<p>ON21ON QUESTION: During the Road Rumble Challenge, is the team member who is operating the RC Transportation Equipment permitted to walk freely between the Build Site, Supply Site, and Starting Area so as to develop the best possible line of sight? Perhaps even walk through the course/on the course with the RC car?</p> <p>ANSWER: Team members can walk freely in from the Staging Site, Build Site, Supply Site and the non-course carpeted areas. Only the team designated Repair Technician may enter the Main Roadway and Challenge Space.</p>
3/1/11	<p>ON21ON QUESTION: During the Road Rumble Challenge, is the team member loading the supplies at the supply site permitted to place an ALREADY ATTACHED (to the vehicle) containment device overtop of the 5 items that are placed on the vehicle? Example, a lid or a cargo net simply laid over the top of the vehicle after loaded?</p> <p>ANSWER: The Challenge does not disallow the scenario described by the team's clarification question.</p>

3/1/11	<p>W103WI</p> <p>QUESTION: When do we fill out the Job Hazard Analysis Form? The rule packet does not specify when or where this is to be completed, and it really makes no sense at all.</p> <p>ANSWER: The Job Hazard must be completed prior to arrival in Las Vegas and submitted during Registration.</p>
3/1/11	<p>W103WI</p> <p>QUESTION: For the Road Rumble challenge, does the entire solution need to stay within the 3x2x3 box at all times or just before competition? For instance, could a strap around a material we are transporting go outside of the dimensions of the 3x2x3 box?</p> <p>ANSWER: The entire Equipment must fit inside the 3'x2'x3' box in an operational configuration for examination purposes. As the Equipment operates, it may become larger or have extensions that outside the 3'x2'x3' size limits. The Equipment is not required to remain in the box. The box is only used to determine that the Equipment meets the overall size requirements.</p>
3/1/11	<p>W103WI</p> <p>QUESTION: On pages 4 and 5 of the packet, there are frequent references to a presentation of our solution, but there is no explanation of such a presentation. What exactly does this entail, how long should it be, and how will it be scored?</p> <p>ANSWER: The references to "presenting a solution" are referring to the team bringing forth its solution to the Road Rumble Challenge and participation in the H2Oh Yeah game show matches. There is no presentation outside of what is already described in each of the Challenges.</p>
3/1/11	<p>WA15CA</p> <p>QUESTION: For the H2O Yeah Challenge will teams be able to confer with each other to brainstorm together and come up with a group answer or do different team members have to answer the questions by themselves?</p> <p>ANSWER: Yes, team members may confer on their answer to each question within the time allowed.</p>
3/1/11	<p>WA15CA</p> <p>QUESTION: Can we bring a tool kit that has anything we need in it to help with our transportation equipment and solving the challenge?</p> <p>ANSWER: Yes, your team may have tools to repair its Transportation Equipment.</p>

	Challenge 2: H2Oh Yeah!
General 2/16/11	<p>General Clarification Challenge #2: H2Oh Yeah</p> <p>The Score Sheet sample on page 23 of the Challenge Packet should be corrected for the ROUND 1 ONLY: QUESTION SUBMISSION BONUS to provide for a new point range of 0-36. Please section B of the H2Oh Yeah! Challenge for additional information on the questions to be submitted by teams</p>
2/27/22	<p>OK14KS QUESTION: Will you let our team know whether or not the questions we submit for the H2O Yeah! Challenge are accepted before the deadline, and if they are rejected may we revise them and still resubmit for bonus points?</p> <p>ANSWER: Teams submit their H2Oh Yeah questions. We will not tell teams if their submitted questions were accepted or not.</p>
2/26/11	<p>TX13TX QUESTION: In the game show, is every person on the team required to answer questions?</p> <p>ANSWERL: No</p>
3/1/11	<p>WA15CA QUESTION: How much time will be allotted each question?</p> <p>ANSWER: The sequence of events and timing for each H2Oh Yeah match will be published in the Travel Guide.</p>
3/1/11	<p>WA15CA QUESTION: For the H2Oh Yeah Challenge will teams be able to confer with each other to brainstorm together and come up with a group answer or do different team members have to answer the questions by themselves?</p> <p>ANSWER: Yes, team members may confer on their answer to each question within the time allowed.</p>