

We will keep events in the same cluster but as of 10/28/2017 we CAN NOT gurantee the exact time slot.

Division C

Note: The order of the hours is not important. The same events being paired together is what is more critical.

<u>Hour 1</u>	<u>Hour 2</u>	<u>Hour 3</u>	<u>Hour 4</u>	<u>Hour 5</u>	<u>Hour 6</u>
Disease Detectives	Materials Science	Anatomy & Phys.	Chem Lab	Fermi Questions	Astronomy
Experimental Design	Thermodynamics	Dynamic Planet	Ecology	Herpetology	Game On
Forensics	Write It Do It	Rocks & Minerals	Remote Sensing	Optics	Microbe Mission

Walk In Events (5): Helicopters, Hovercraft, Mission Possible, Mousetrap Vehicle, Towers
Schedule walk in events for as many hours as needed for each individual competition.

If two time slots needed per event, half the teams go to hour 1 event, while the other half go to hour 2, then swap.

Key: Pair up two hours and swap out so that each team faces the same conflicts.

Move the order of the hours to adjust for shared rooms/supervisors, other restrictions.

Division B

Note: The order of the hours is not important. The same events being paired together is what is more critical.

<u>Hour 1</u>	<u>Hour 2</u>	<u>Hour 3</u>	<u>Hour 4</u>	<u>Hour 5</u>	<u>Hour 6</u>
Crime Busters	Meteorology	Anatomy & Phys.	Ecology	Fast Facts	Microbe Mission
Disease Detectives	Thermodynamics	Dynamic Planet	Potions & Poisons	Herpetology	Mystery Architecture
Experimental Design	Write It Do It	Rocks & Minerals	Road Scholar	Optics	Solar System

Walk In Events (5): Battery Buggy, Hovercraft, Roller Coaster, Towers, Wright Stuff
Schedule walk in events for as many hours as needed for each individual competition.

If two time slots needed per event, half the teams go to hour 1 event, while the other half go to hour 2, then swap.

Key: Pair up two hours and swap out so that each team faces the same conflicts.

Move the order of the hours to adjust for shared rooms/supervisors, other restrictions.