

SOUTH CAROLINA

The mice are having a little vacation on Myrtle Beach before they rush off to participate in the excitement of Globals. (They had hoped to catch a glimpse of Vanna White.) They have been up and down the South Carolina coast and have counted ten remaining light houses. With erosion from rising water levels and increasingly severe storms, some of these lighthouses will have to be moved inland to preserve them. Help the mice build a lighthouse! Then move it!

Set-Up: Mark an X on floor.

Challenge: Build a tower (“lighthouse”) as tall as you can. Make sure that it is very sturdy so that it can be moved later.

Time: Part One: You will have 1 minute to build a tall, stable tower on the X marked on the floor. Remember that you will have to move it in Part Three!

Part Two: The appraisers will have 1 minute to measure the height of your light house.

Part Three: You will have 2 minutes to move your tower away from the X on the floor. Move it as far as you can but stop as soon as something falls off!

Part Four: The appraisers will have 1 minute to measure the distance from the X on the floor to the closest edge of the tower.

Materials: a large assortment of items often found on a beach (examples: beach glass, seaweed (string), driftwood (twigs), lost flipflops, broken sunglasses, empty drink bottles)

Scoring: 2 points for each inch in height (up to a maximum of 40 points)
10 points for each foot it is moved before something falls off
(up to a maximum of 40 points)
up to 20 points for positive team work