



Through The Looking Glass

Aim	To use a VR set to guide a stream of particles around an obstacle onto a target.		
Materials	1 VR tablet	1 particle source	1 target
	1 dipole magnet with variable strength		1 parcour
Method	In this simulation, the stream of charged particles must be focused onto the Target placed on the parcour using the (re-usable) dipole magnet, avoiding the obstacle.		
Conditions	<ul style="list-style-type: none">- The source and target elements must be placed onto their spots in the prescribed orientation.- The particles have to be guided onto the target.- When a marshal is called the team has 20 s to demonstrate a successful setup, before the attempt is deemed unsuccessful and a 2 minute time penalty is added.- A marshal has to witness the attempt.		
Time limit	5 minutes planning & practice, followed by a reset of the boards and a race to set up the judged motion.		
Ranking	The ranking order will be determined by the total time taken from the end of the practice period to the first valid attempt, plus any penalties incurred.		

Team

Result

Do not write below line

Rank