

Eve	nt Horizon
Aim	To simulate the motion of bodies falling towards a massive object, such as a black hole.
$\it Materials$	None.
Method	Each member of the team starts from a circle surrounding the black hole and moves such that 'falling' from the circle to the event horizon takes 20 seconds.
Conditions	Each team member must start from rest and 'fall' with an appropriate acceleration towards the black hole. Remember that acceleration will quadruple when the distance to the black hole has halved.
Time limit	15 minutes of practice motion plus 10 minutes of judging.
Ranking	The ranking order will be determined by the accuracy of the motions of each of the team members.
Team [Result