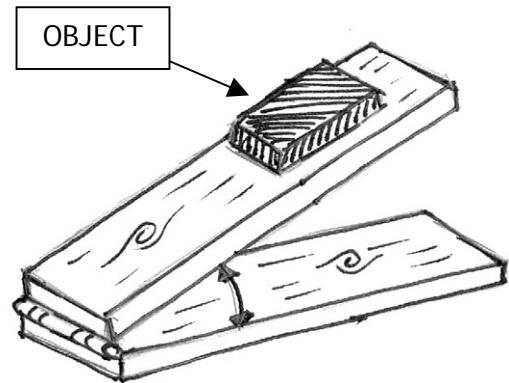


# The Anti-Slider

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The purpose of this event is quite simple, build your object so it does not move, or does its best to not move. The object will be placed on the apparatus at right, a hinged piece of pine wood. The width of the upper plank is 3.5 inches, the standard width of a 1 x 4 pine plank. You are to design an object with a flat bottom so that it has as much friction as possible between it and the plank. The object will then be placed on the hinged plank and the plank will be raised up as shown. It will continue to be raised until the object moves. Once that happens, the angle will be measured and recorded. There is only one trial per team. The team whose object is raised to the greatest angle without moving will be first and receive 50 points, second 49 points and so on corresponding to NSSL grading guidelines. Teams with no object or an object that does not correspond to the requirements, will receive 0 points.



## Requirements:

Each object may not be greater than 3 inches wide by 4 inches long by 3 inches tall, **and have a mass of no more than 800 grams**. The objects can be made of anything, but their bottom must be SOLID. For example, you CANNOT apply glue or double-sided tape or any other adhesive material to the bottom to make it stick. Materials may be applied to the bottom in advance as long as they DO NOT remain adhesive at the time of the event. The bottom may remain rough, but cannot be adhesive. Also, the object must remain still on flat ground; it may not have wheels or anything moving on the bottom. It may have movable parts inside the object or as part, but they all must be contained in the size requirements.

## The Trial:

At event time, the object will be gently placed in position by the event runner or helper, it MAY NOT be pushed into place, for example if the bottom were made of tacks or nails. When the object moves any amount from its original position that will be the height that is used for scoring. If there is an error in the operation of the hinged plank (i.e. the operator jerks it) that causes the object to move, it will be reset and the team will be given another trial.