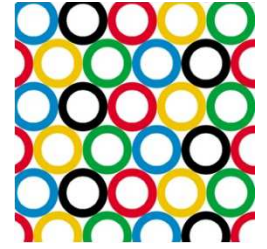


Soft Olympic Games

Official Rules



- Three teams are allowed to compete. Teams are assembled (phase separated) by the most sporty principle of alphabetic order of last names (same as soundbites/poster sessions).
- Teams should self-organize and elect captains by 1pm on Friday July-27.
- Each team will have to participate/compete in four soft matter events, two organized by the School, and two organized by the competing teams:
- Competition 1: Professor McLeish described “Rouse chain catch” game. In a similar spirit, each team has to illustrate 5 concepts learned in School (e.g., gravitational height, blobs, colloid stability, like charge attraction, protein evolution, or whatever you like).
- Competition 2: Each team has to create as high as possible fountain from a bottle of soda. The School will provide two bottles of soda for each team, but no soda for preparation. Therefore, you are advised to discuss theoretical requirements for high fountain (e.g, cold soda vs. warm one, Coke vs. Pepsi vs. carbonated water, etc)
- Competitions 3, 4, and 5 have to be invented and organized by the teams, one each. Each team has to give instructions to two other teams (competing in this event) by Wednesday August 1.
- In competitions 1 and 2, winning team receives **two points**, second best team receives 1 point..
- In competitions 3, 4, and 5, team organizing event receives **1 point** for it (with an extra point if the event is judged to be very successful). The winning of the two competing teams in the event receives **2 points** and losing team – zero points (one points each team if tied).

