## EVENT 2: TOWER OF CARDS

 (Modified 1/25/2021)

**OBJECTIVE:** To construct the tallest freestanding tower of playing cards using the fewest number of cards.

RULES:

1. Each team will use one box of Bicycle brand rider back playing cards, dimensions approximately 8.8cm by 6.3cm, to build their tower.
2. The tower may only be constructed of playing cards and must be freestanding.
3. The cards may be folded but not cut or ripped.
4. No tools or forms may be used while constructing the tower.
5. The team will construct their tower so that the judges and spectators can view the construction and measuring process virtually using zoom meeting.

COMPETITION AND SCORING:

1. The team will have up to twenty minutes to build their tower.
2. Only one team member may build the tower. No assistance from other team members other than verbal communication, either in-person or virtually, is allowed. Teams that meet in-person must socially distance and wear facemask.
3. The team will count the number of cards used to construct their tower and report this number to the judge(s)
4. Once the team has completed their tower they will notify the judge(s).
5. To determine height of the tower, the number of cards from the base of the tower to the tower’s highest point will be remotely counted by the judge(s). This number will by multiplied by the length of one card.
6. If part of the tower collapses (1/3 or less) during the measuring process, the team will have 10 minutes to repair and measure again. Only one rebuilt is permitted.
7. The tallest tower wins.
8. Tie breaker: The tower using the fewest cards wins, i.e., two towers each of 60 centimeters, the tower using the fewest cards wins.

 **SCORE = (Height of your tower in centimeters) X 100 points**

 **(Height in centimeters of winning tower)**

**Video recording score. For video recorded towers that fit the rules, the team’s second place tower will receive 50% of the team’s score for the remotely entered tower. This score will be added to their remotely entered tower’s score to determine the teams total score for this event. Teams third place tower will receive a score of 25% of the team’s score for the remotely entered tower. This score will be added to their remotely entered tower’s score to determine the teams total score for this event.**

*Updates to the rules and frequently asked questions with answers will be posted on the NJAAPT Wild Apricot website. It is the team’s responsibility to keep team members updated about changes and clarifications to the rules.*