

Dear Contraption Designer,  
 You've got a handle on gravity, mastered momentum, and learned the meaning of velocity. Now it's time to reconstruct the gears and levers from your Weird and Wacky Contraption Lab, and go head-to-head with someone else. Get ready to slow things down!

## SNAILS PAGE RACE!

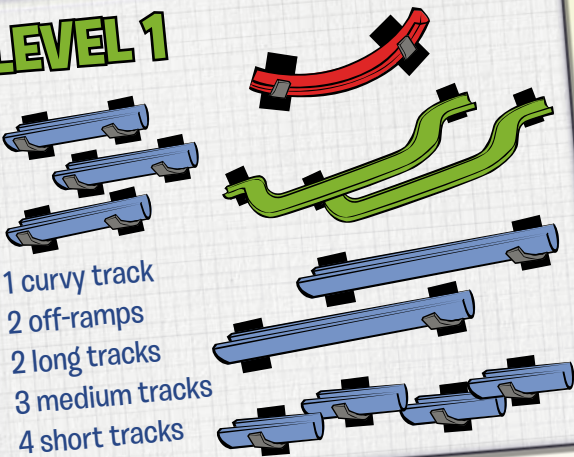
**OBJECT:** To build a contraption course that takes the **longest** amount of time for the ball to complete.

**RULES:** There are three levels; each level has a list of parts that must be used. That's it! You cannot use any extra parts on any level.

**TIMING:** Use a stopwatch to record your times. Start from the moment the ball is released and end the moment the ball hits the ground or table.

**SCORING:** Toss a coin to see who should go first. Record each player's time on this sheet. The person with the shortest time goes first on the next level. Add up each player's times for all three levels. The person with the longest time wins!

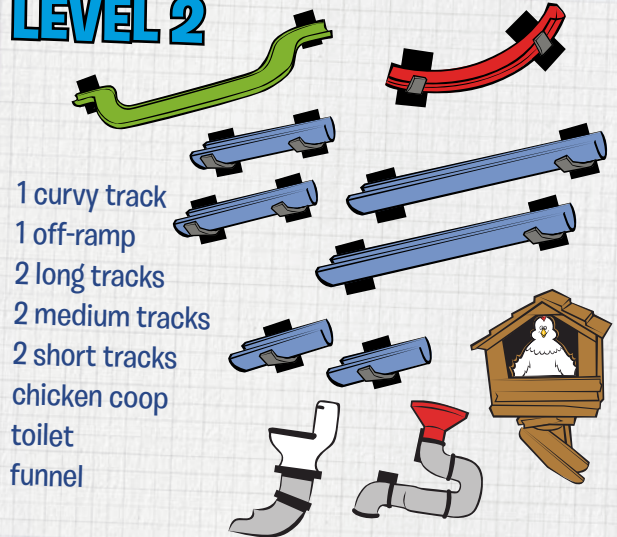
### LEVEL 1



- 1 curvy track
- 2 off-ramps
- 2 long tracks
- 3 medium tracks
- 4 short tracks

PLAYER 1 TIME: \_\_\_\_\_ PLAYER 2 TIME: \_\_\_\_\_

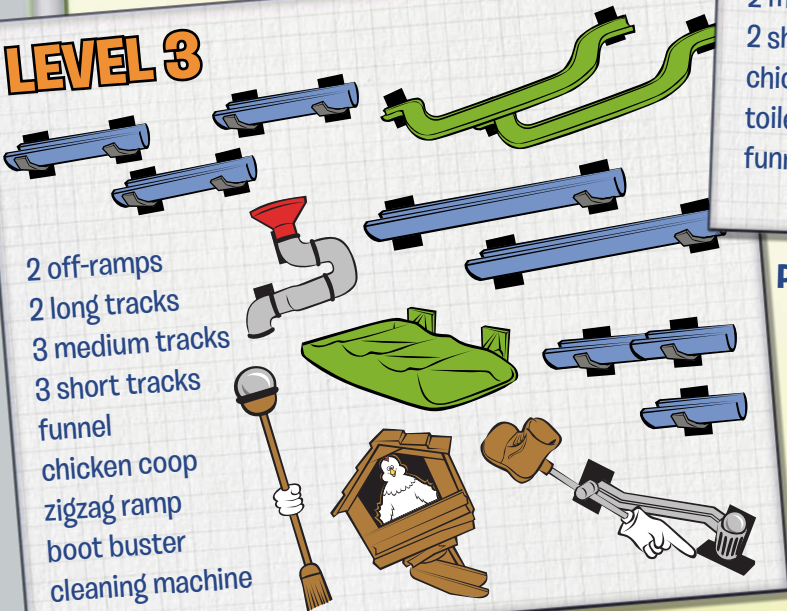
### LEVEL 2



- 1 curvy track
- 1 off-ramp
- 2 long tracks
- 2 medium tracks
- 2 short tracks
- chicken coop
- toilet
- funnel

PLAYER 1 TIME: \_\_\_\_\_ PLAYER 2 TIME: \_\_\_\_\_

### LEVEL 3



- 2 off-ramps
- 2 long tracks
- 3 medium tracks
- 3 short tracks
- funnel
- chicken coop
- zigzag ramp
- boot buster
- cleaning machine

PLAYER 1 TIME: \_\_\_\_\_ PLAYER 2 TIME: \_\_\_\_\_

#### TIME TOTALS:

PLAYER 1: \_\_\_\_\_

PLAYER 2: \_\_\_\_\_

THE WINNER IS  
 PLAYER: \_\_\_\_\_