

THE LIFE OF A PIRATE

SEQUENCE OF PLAY

1. You have three minutes to:
 - a. Place your ships in the playing arena.
 - b. Measure range to target.
 - c. Calculate the angle.
2. After the allotted time, each ship will have 30 seconds to
 - a. Set your angle.
 - b. Aim your launcher.
 - c. Fire your projectile (in order of course).
3. Ships have up to 2 minutes to
 - a. Turn your ship up to 90° and move it up to a total distance of 1 meter (you cannot move your ship backwards).
 - b. Measure range to target.
 - c. Calculate the angle.
4. Repeat steps 2 and 3 until only one ship remains or the rules/sequence of play changes.

RULES

1. Your ship must be a minimum of 10 cm x 10 cm square with carbon paper on top.
2. Your launcher must be positioned within 10 cm of your ship, but may not obstruct the other team's shots.
3. Ships can't hide behind or beneath obstructions (i.e. Chairs, table, etc.)
4. Each group will take turns being first and follow a prescribed order.
5. BEWARE: Hitting an opponent's projectile launcher will sink the opponent's ship.
6. Failure to follow the rules will result in disqualification or an attack from the powers that be (aka. "The God Ball")

NOTE: RULES ARE SUBJECT TO CHANGE AS YOUR TEACHER DEEMS NECESSARY OR AT HIS/HER WHIM.