TRAJECTORY - Division B

Close Target = Distance in mm from the center of the initial projectile impact location to the center of closest target area. (Teams that miss the target area will score 700 mm)
Far Target = Distance in mm from the center of the initial projectile impact location to the center of closest target area.

G = Graph Score = 400 points – (100 max points deducted x Number of graphs provided by team) See rules for further guidance on graph score.

Penalties: 100 point penalty will be assessed each time any safety concern outlined in the rules

FINAL SCORE = Lower CLOSE Target Score + Lower FAR Target Score + G + Penalties (lowest score wins)

Tie breaker: 1st highest launch score; 2nd best launch score; 3rd best launch score

Team No.	Team Member Names	No. of graphs submitted	Announced Target	Close Target Score	Far Target Score	G	Penalties	FINAL SCORE