**Project Requirements and Grading Rubric**

**Design** (5 points)

* Must use a bank shot for a hole-in-one.
* Must have an angled wall, not just right angles.
* Must have a theme.

**Solution** (5 points)

* Must provide the solutions to the design for 1-, 2- and 3-bank shots.
* Must measure angles of design and angles of solutions.

**Building** (5 points)

* Must build an approximate replica of the design using an equivalent scale (1:10).
* Must incorporate a theme.
* Must have a unique obstacle to make the hole challenging (and solve it using geometry), such as a bump, island or sand pit.

**Testing** (5 points)

* Must have user testing on completed hole.
* Must compare design results to real-life results.
* Must improve design.
* Must make observations about differences between calculations and prototype, and explain why differences exist.

**★ Competition Criteria ★**

* Creativity
* Use of geometric concepts
* Aesthetics
* Accuracy