

ACTIVITY 12: BOP IT

Overview

- i. "Bop It" is an audio action game where play consists of following a series of randomized commands issued by the device through speakers, with the pace of commands speeding up as the player progresses.
- ii. The device has multiple inputs including pull handles, twisting cranks, spin-able wheels and toggle switches.
- iii. A competitor must follow these commands by performing an action on the corresponding input (e.g. pull handle). When a player misses a command or hesitates from performing the command immediately, the game is at an end and a score will be given by the device.
- iv. Competitors can make as many attempts as possible in the 10-minute time limit.

Instructions

- i. The Bop It device is placed on the table in front of the seated competitor.
- ii. Once the bell is rung, the Competitor may pick up the device and begin their first attempt.
- iii. When the bell is rung a second time the activity is over. The competitor will place the Bop It device back onto the table in front of them.

Scoring

- i. Competitors receive points by achieving the longest non-error sequence possible.
- ii. The Activity Adjudicator will record the length of the competitor's first sequence and their subsequent longest non-error sequences.

Physical Requirements

- BOP IT device (*Vox Bop Solo* mode)
- Scoring sheet