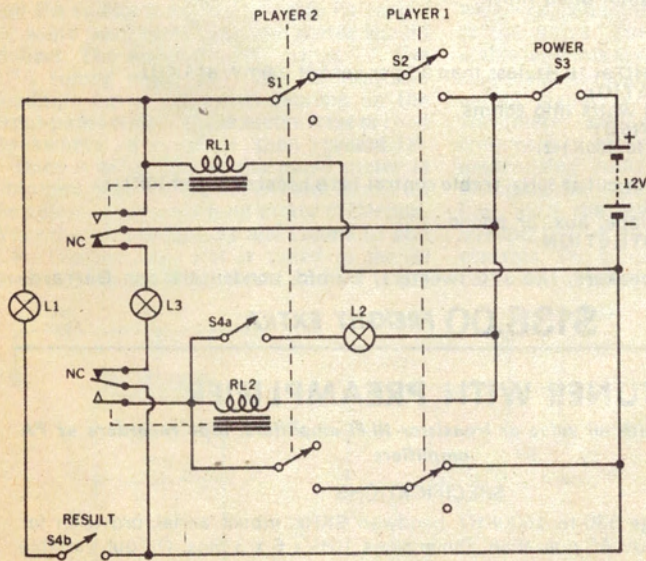


# Reaction Testing Game



The unit is powered by a suitable 12V battery and the main components include two 12V relays, each with a set of changeover contacts. Switches include two DPDT toggle type and one each of DPST and SPST slider, etc. The lamps may be rated at 12V or 6V, with a suitable value of series dropping resistor.

Here is a game which is a competition between two players. Construction is simple and straightforward. The three lamps and the "result" switch S4, are mounted on the front panel. The switch S3, for a third person is concealed and each player has a switch S1 or S2 in front of him.

The procedure is for the operator to close S3. Each player then attempts to be the first to operate his switch. Provided the dif-

ference in reflexes is greater than the relay pick-up time, then one will operate, extinguishing L3. On operation of the result switch S4, the lamp which is in parallel with the operative relay is lit, indicating the winner. If the players' reaction times are very close, the lamp L3 will remain on, indicating a draw.

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