

# THE GEO-SAMPLER

**geotechnics**  
geotechnical and  
geosynthetic testing

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Welcome to the edition of the GeoSampler that celebrates that staple of gym classes nationwide – dodgeball. It's been a source of controversy. It's been celebrated on the silver screen. It's even inspired a professional league of its own. (No joke. Apparently, grown-up, tax-paying citizens receive income for doing this.) Heck, even your friends at Geotechnics have gotten into the act. We'll even be featuring some photos of a recent tournament in which we participated. So, in that spirit, we'll cover the basic points of the game, as well as variations on the game itself. All right, split into two teams. And no aiming for the head.

## DODGEBALL: WHERE THE RUBBER MEETS THE NOSE.

So you think dodgeball is just a bunch of people at opposite ends of the room throwing balls at each other. Oh, ye of limited Internet access. Yes, it is much more than the dread of brainiacs, the "slow of feet," and girls. First of all, did you know that the game has been mentioned as early as 1892 – a mere 400 years after Columbus set foot on American soil. As stated before, it is a tradition of physical education classes, mainly in the U.S. and Canada, but a few versions are played "across the pond."

Now, while there are many variations of the game, the fundamental principle is for a player to avoid being hit by a ball that is being thrown at him or her by someone on the opposing team. More organized leagues follow a standard framework of rules, with each one having its own adaptations of the sport. With that said, here are some of the basics.

First, there are the teams, which usually consist of six to 10 players each. Six is the usual number of players which compete at the start of a game, although a team can start with a minimum of four players. These are the ones that either think too highly of themselves or are fairly unpopular. Substitutes may enter the game if there is an injured player (i.e. got nailed in the face), or if a teammate catches an opponents' thrown, or "live" ball. Some leagues require eligible players who pass

balls to their teammate to wear a type of pinafore, or "pinny." Most, however, realizing that one can be only so intimidating donning clothing inspired by a 19th century female garment, simply go for matching t-shirts with a cool team name on it. You know, like Geotechnics.

The playing field, or more likely, the gym floor at the local Y, is usually 48 feet long by 30 feet wide. It is divided in half width-wise by a centerline and "attack lines" that are 10 feet, and parallel to the centerline. During play, all active players must remain in bounds. Failure to do so usually results in elimination from the game. The balls are usually made of rubber coated foam and are anywhere from 6" to 8" in diameter. They also sting a lot harder than you would normally think.

Now, as far as how it is played, seriously folks, it's dodgeball. If you're past the age of ten you've played this game countless times. Really, the name says it all – dodgeball. Dodge the ball. If you can't dodge it, catch it. If you can do neither, sit on the sidelines, wait for the game to end, and then do what you really intended when you signed up for this. Beverages.

*"A nickel ain't worth a dime anymore."*

—Yogi Berra



### CARTOON LAWS

- Any body suspended in space will remain in space until made aware of its situation.
- Any body in motion will tend to remain in motion until solid matter intervenes suddenly.
- Any body passing through solid matter will leave a perforation conforming to its perimeter.
- The time required for an object to fall twenty stories is greater than or equal to the time it takes for whoever knocked it off the ledge to spiral down twenty flights to attempt to capture it unbroken.
- All principles of gravity are negated by fear.
- As speed increases, objects can be in several places at once.
- Certain bodies can pass through solid walls painted to resemble tunnel entrances; others cannot.
- Any violent rearrangement of feline matter is impermanent.
- Everything falls faster than an anvil.
- For every vengeance there is an equal and opposite revengeance.
- A sharp object will always propel a character upward.
- The laws of object permanence are nullified for "cool" characters.
- Explosive weapons cannot cause fatal injuries.

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# DIVERSIFYING YOUR BRUISING

Good news for those wanting to spice up the process of taking one in the sternum. Did you know that there are many varieties of dodgeball? Really. Anyway, here is a list of 44 known variations of the game, none of which are called “character building.” Enjoy. And heads up.

- |   |  |
|---|--|
| 1 <b>Agility Ball</b>                   | 24 <b>Marathon Ball</b>                |
| 2 <b>Annihilation</b>                   | 25 <b>Multi</b>                        |
| 3 <b>Army Dodge Ball</b>                | 26 <b>Munkenai</b>                     |
| 4 <b>Ball Tag</b>                       | 27 <b>Nations’ ball</b><br>(Germany)   |
| 5 <b>Barrier Dodgeball</b>              | 28 <b>People’s Ball</b>                |
| 6 <b>Basketball Dodgeball</b>           | 29 <b>Pin Dodge</b>                    |
| 7 <b>Battleship Dodgeball</b>           | 30 <b>Bombardment</b>                  |
| 8 <b>Benchball</b>                      | 31 <b>Poison Ball</b>                  |
| 9 <b>Between Two Fires</b><br>(Belgium) | 32 <b>Possum Dodgeball</b>             |
| 10 <b>Bombardment</b>                   | 33 <b>President Ball</b>               |
| 11 <b>Capture the Flag</b>              | 34 <b>Prisonball</b>                   |
| 12 <b>Commando Ball</b>                 | 35 <b>Scramble</b>                     |
| 13 <b>Dodgebarrage</b>                  | 36 <b>Soldiers And Guards</b>          |
| 14 <b>Dr. Dodgeball</b>                 | 37 <b>Sticks</b>                       |
| 15 <b>Dynasty</b>                       | 38 <b>Swing Dodgeball</b><br>(Finland) |
| 16 <b>Free For All</b>                  | 39 <b>Tennis Dodgeball</b>             |
| 17 <b>Ga-ga</b>                         | 40 <b>Traitor Ball</b>                 |
| 18 <b>German Dodgeball</b>              | 41 <b>Trench</b>                       |
| 19 <b>Jail Ball</b>                     | 42 <b>Ultra Ball</b>                   |
| 20 <b>Killer Dodge ball</b>             | 43 <b>War Ball</b>                     |
| 21 <b>Last Man Standing</b>             | 44 <b>Zot Ball</b>                     |
| 22 <b>Last One Standing</b>             |  |
| 23 <b>Loop De Loop</b>                  |  |

## GeoTechniques

The art of the game, as illustrated by the 2008 Geotechnics team.



figure 1: *The Wall of Pain: spread out and keep your hands where we can see them.*



figure 2: *Double Barrel: the classic shotgun approach.*



figure 3: *Full Frontal Assault: also known as “Fools Rush In.”*

Props to ASCE Pittsburgh’s Young Members Forum for hosting the killer 2008 Dodgeball Tournament in January. We were honored to be one of 29 teams participating. Hope to see you there next year.



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