

DUCT TAPE CHALLENGE

Car - FOR EVENT LEADER

MATERIALS: Each team gets the following:

- Roll of duct tape
- 2 unused pencils
- 4 CDs.
- 1 Paint stick

Teams may also bring something to write with, a stopwatch, 1 scissors, and 1 ruler.

There is one extra set of materials for if a team discovers they are missing something, or something is damaged. It is THEIR responsibility to check materials before the competition begins. Their instruction sheet tells them to do so.

Teams also need a copy of the instruction sheet.

You need a way to:

Time the **25 minute build time**.

Tape Measure to measure the distance traveled by the cars (12M or more in cm or less)

Tape to mark finish line.

Timer to time it takes cars to reach the finish line.

Ramp(s) to start the cars from.

Please note- one person from each team will release their car. Front of car must be behind starting line and is used to determine distance and or time. Cars must have 4 wheels

Note: Be sure to time the cars. 3 timers should be used, record all times, use the middle one. If one timer malfunctions, average the other 2 timers.

Winner: Fastest time to reach finish line.

Tiebreaker: Distance traveled, furthest wins. This is only needed for cars that do not reach the finish line.



Duct Tape Challenge 2017 – Car Div B



School _____ Team # _____
Names: _____ , _____

You are responsible for making sure you have all the materials and that none are damaged. DO THIS NOW!

Supplies: 1 roll of Duct tape, 2 Pencils, 4 CDs, 1 paint stick

TASK: Build the car that reaches the finish line the fastest.

The car must be free standing and be on 4 wheels when at rest on a flat surface. The front of the car will be behind the starting line and used to determine the time or distance traveled. The car must fit on the ramp behind the starting line.

You will have 25 minutes to build.

SCORING: The time it takes to reach the finish line will be measured. Fastest time wins. For cars that do not reach the finish line, the furthest distance traveled by the front of the car will be used for ranking.

TIEBREAKER: The furthest distance traveled wins the tie. Second tiebreaker will be length of the car.

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Time to reach finish line (in 0.1 seconds) _____

(Circle middle time. If 1 timer malfunctions, average the other 2 and use that time)

Distance traveled: In mm: _____ (tiebreaker #1)

Length of the car in mm: _____ (tiebreaker #2)

Does the car sit on all 4 wheels: Yes or No

Does the car fit on the ramp behind the starting line: Yes or No

Does the car cross the finish line: Yes or No

If any question is No, then Tier 2.

If 2 questions are No, then Tier 3.

Tier: 1 2 3

Final Rank: _____

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