

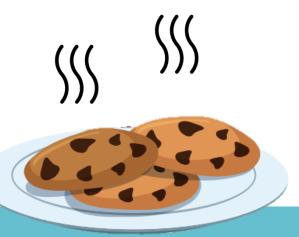
SETTING THE STAGE

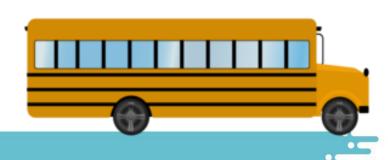






Oh, no! I heard you and your friend just missed the school bus! What are you going to do with all those freshly baked, chewy, delicious cookies?







TECHNOSCIENCE.CA



















How would you feel about building a rolling prototype that will travel downhill and stop right at the door of one of the three main entrances of your school?

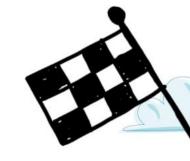


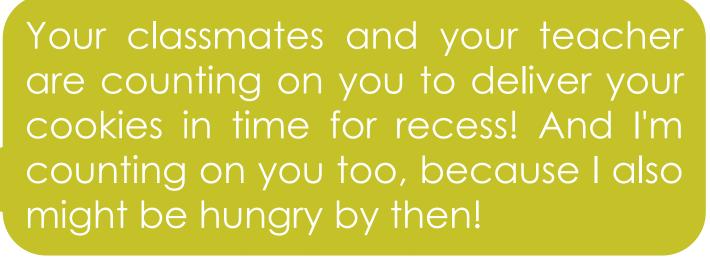


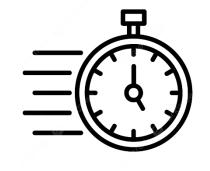
















THE CHALLENGE

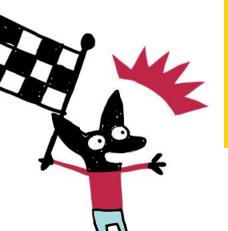












To design a prototype of a vehicle that will go down an inclined plane and stop as close to a target as possible.















- The chassis of the prototype must be designed using a plastic bottle.
- The wheels and axles must be made only of common, everyday circular objects.
- Only the wheels may touch the ground or the inclined plane.

*WARNING: This presentation mentions only some of the rules. Consult the website for the complete list!



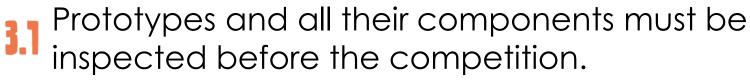






Summary* of Rules - Competition





- The competition consists of two rounds. The team must reach one target per round:
 - Round 1: Target A
 - Round 2: Target C
- In each round, teams have 30 seconds to set up their prototype in the starting zone.
- 3.7 At the starting signal, the team must **release** the prototype. Pushing is prohibited.

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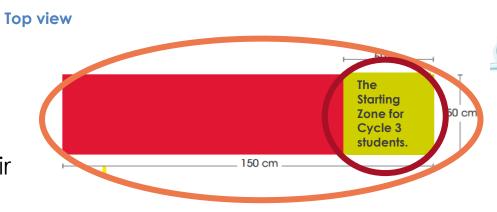
INGLINED PLANE

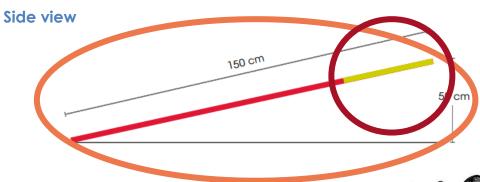
The inclined plane will be made of a board (150 cm long x 50 cm wide) resting on two cardboard boxes.

STARTING ZONE

The starting zone will be the highest part of the inclined plane, measuring 50 cm by 50 cm. The team must install their prototype in this area before the start signal is given.







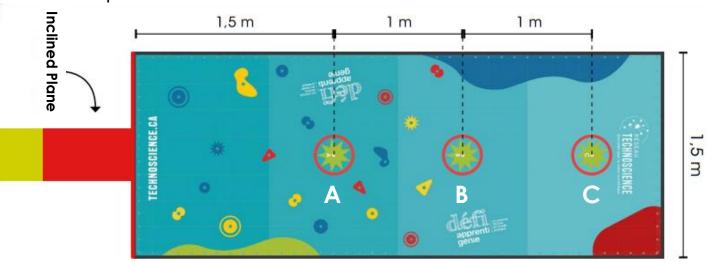




COMPETITION AREA

THE TARGETS

The targets will be positioned on the ground. The first target (A) will be 1.5 m from the inclined plane, followed by the other targets (B and C) which will be 1 m apart.







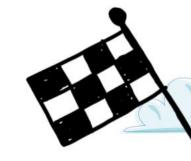




SCORING







Scoring for each round is calculated as follows:



d: distance (in cm) between the center of the target and the ground contact of the wheel closest to the target.

The team with the most points after both rounds will be the winner!













You now have everything you need to complete the Junior Tech Challenge!

Good luck and...















ENJOY THE CHALLENGE!







