



ELECTRIC CAR COMPETITION

Eligibility

1. Teams of 2 students are allowed, 3 teams per chapter

Procedures:

1. Participants report to the event area at the time and place stated on the conference map and program.
2. The event coordinator distributes the information, directions, and deadlines to each team.
3. Each team supplies its own car
4. Entries are reviewed by judges. Students are present at this time.

Regulations:

1. Car will be built at the time of the competition
2. The vehicle must adhere to all parameters, be structurally sound, and safe to contestants and spectators (e.g., no sharp edges, projectiles, etc.)
3. An on/off switch must be incorporated into the car design.
4. The switch may be purchased or crafted from readily available materials such as aluminum foil, paperclips, fasteners, etc.
5. A guide wire (such as a fishing line) will be no more than 1.5 cm from the surface of the track, will go through the attached eyelet on the car, will serve as the steering mechanism, and will keep the car in its lane.
6. A guide wire attachment, referred to as an eyelet, must be attached to the car.
7. This is the only allowable method of steering the car. No radio control is permitted in the cars.
8. The eyelet must be used for steering only and must be directly hooked onto the guide wire.
9. All wheels must be in contact with the track. The guide wire must be attached to the car throughout the course of the race.

Evaluation:

1. At race time, the vehicle will be placed behind the starting line with all its wheels in contact with the ground. No more than two team members will be allowed in the start area.
2. Each car will run 2 trials. The fastest of the two will be used for judging.

Materials Needed (supplied by participant):

1. Teams must procure and use a small 3 Volt electric motor powered by 2 - AA batteries