

Mousetrap Vehicle Score Sheet 2010 (revised 11/8/09)

Full School Name: _____ Circle One: V JV JV1 JV2 JV3

Full Student Names: _____

Construction: *(Any violations place both runs in Tier 4)* (✓/✗)

- 3.a. Only one or two unmodified snap mousetraps (bases < 6.0 cm x 12.0 cm) used _____
- 3.b. All parts of vehicle moves as a whole _____
- 3.c. All kinetic energy of vehicle originates from mousetrap(s) _____
- 3.c. Additional sources of energy are in lowest energy state at beginning of run _____
- 3.d. No tethering or remote control; reversing and stopping mechanisms are automatic _____
- 3.e. Vehicle has easily accessible fixed, pointed object somewhere on its perimeter within 1 cm of the track surface _____
- 3.f. Wheelbase (front to rear axle) = 30.0 cm – 34.0 cm _____
- 3.g. Maximum wheelbase (measured to outer edge of wheels) ≤ 25.0 cm _____
- 3.h. Sighting devices are not electric _____
- 3.i. No part of vehicle, other than wheels, contacts the track surface _____

COMPETITION:

Run 1 *(Run violations placed in Tier 3)* (✓/✗)

- Teams used a pen, pencil, dowel, or similar device to release trigger _____
- Teams did not push or constrain the vehicle during release or run _____
- Participants not on track until after called by the event leader _____
- No outside assistance received _____

Distance Score (check one below):

- _____ Vehicle reached 7 meter line and reversed
 Distance from center of starting line to fixed point = _____ (to 0.1 cm)
- _____ Vehicle traveled past the 3.5 m line but not the 7 meter line and then reversed
 Distance from center of starting line to fixed point = _____ (to 0.1 cm) + 1000 = _____
- _____ Vehicle reversed but did not reach the 3.5 m line
 Distance from center of starting line to fixed point = _____ (to 0.1 cm) + 2000 = _____
- _____ Vehicle did not reverse (**All these vehicles are placed in Tier 2**)
 |700.0| - _____ (to 0.1 cm) the distance from center of starting line to fixed point = _____

Lane Bonus (Circle one): YES or NO (If yes, **subtract 20 points**)

Overrun Penalty (Circle one): YES or NO (If yes, how far past the 8 meter line? _____ m)
 Add 50 points for overrun, and an additional 50 points for each additional .5 m) = _____ pts

Time Score = _____ seconds **Circle One:** Tier 1 Tier 2 Tier 3 Tier 4

Official Run Time

_____ + (- _____) + _____ + _____ = _____ points

Distance Score Lane Bonus Overrun Penalty Time Score Run Score

Run 2 (*Run violations placed in Tier 3*)

(✓/✗)

Teams used a pen, pencil, dowel, or similar device to release trigger _____

Teams did not push or constrain the vehicle during release or run _____

Participants not on track until after called by the event leader _____

No outside assistance received _____

Distance Score (check one below):

_____ Vehicle reached 7 meter line and reversed

Distance from center of starting line to fixed point = _____ (to 0.1 cm)

_____ Vehicle traveled past the 3.5 m line but not the 7 meter line and then reversed

Distance from center of starting line to fixed point = _____ (to 0.1 cm) + 1000 = _____

_____ Vehicle reversed but did not reach the 3.5 m line

Distance from center of starting line to fixed point = _____ (to 0.1 cm) + 2000 = _____

_____ Vehicle did not reverse (**All these vehicles are placed in Tier 2**)

|700.0| - _____ (to 0.1 cm) the distance from center of starting line to fixed point = _____

Lane Bonus (Circle one): YES or NO (If yes, **subtract 20 points**)

Overrun Penalty (Circle one): YES or NO (If yes, how far past the 8 meter line? _____ m)

Add 50 points for overrun, and an additional 50 points for each additional .5 m) = _____ pts

Time Score = _____ **seconds**

Circle One: Tier 1 Tier 2 Tier 3 Tier 4

Official Run Time

_____ + (- _____) + _____ + _____ = _____ points
Distance Score Lane Bonus Overrun Penalty Time Score Run Score

Event Leader chooses the Run Score that gives the team its best rank (LOW SCORE wins)

FINAL TIER (Circle One): Tier 1 Tier 2 Tier 3 Tier 4

FINAL RUN SCORE: _____ points

FINAL RANK: _____

COMMENTS (Explain PS or DQ here):