Jet Toy Olympics

Track Description & Scoring Guide

AWIM NATIONAL OLYMPICS 2010 - NASHIK
Distance

Objective: Student design teams will construct a JetToy car that can travel as far as possible.

- Track Specs 10m long x 3m wide
- Teams must release JetToy behind the 0m mark
- JetToy must stay on track for attempts to be valid (if JetToy leaves the track, points are rewarded at point of exit)
- JetToy balloon must be inflated to an 8 inch diameter or less – Judge will check diameter before JetToy is released.

Scoring

- Design teams get three attempts.
- Final score is based on mean of the 3 attempts.
- Point total is awarded by judge determining the scoring box where 50% or more of the JetToy comes to rest.

Distance Track

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JetToy Olympics - Track Descriptions & Scoring Guide

Weight

Objective: Student design teams will construct a JetToy car that can carry a specific amount of weight.

- Track Specs 10m long x 3m wide
- Teams must release JetToy behind the 0m mark
- JetToy must stay on track for attempt to be valid (if JetToy leaves the track, points are rewarded at point of exit)
- JetToy balloon must be inflated to an 8 inch diameter or less – Judge will check diameter before Jet Toy is released.
- Weights for the weight-carrying ability event will consist of 3 washers which are provided in AWIM KIT Stacked & taped in a cylindrical arrangement and should be fastened securely in the vehicle.

Scoring
- Design teams get three attempts.
- Final score is based on mean of the 3 attempts.
- Point total is awarded by judge determining the scoring box where 50% or more of the JetToy comes to rest.

Weight Track –

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Accuracy

**Objective:** Student design teams will construct a JetToy car that can travel a specific distance.

- Track Specs 10m long x 3m wide
- Teams must release JetToy behind the 0m mark
- JetToy must stay on track for attempt to be valid (if JetToy leaves the track, points are rewarded at point of exit)
- JetToy balloon must be inflated to an 8 inch diameter or less – Judge will check diameter before Jet Toy is released.

**Scoring**
- Design teams get three attempts.
- Final score is based on mean of the 3 attempts.
- Point total is awarded by judge determining the scoring box where 50% or more of the JetToy comes to rest.

**Accuracy Track**

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**JetToy Olympics - Track Descriptions & Scoring Guide**

**Speed**

**Objective:** Student design teams will construct a JetToy car that can travel as fast as possible over a 3m distance.

- Track Specs 3m long x 3m wide
- Teams must release JetToy behind the 0m mark
- JetToy must stay on track for attempt to be valid
- JetToy balloon must be inflated to an 8 inch diameter or less – Judge will check diameter before Jet Toy is released.
- Track judge will time the teams’ attempts using a stopwatch
  - Time starts when nozzle is released
  - Time stops when JetToy passes the 3m mark

**Scoring**

- Design teams will run 3 trails
- Final score is based on the best of 3 attempts (judges will round times to 1 significant figure).

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Longest Travelling Time

Objective: Student design teams will construct a JetToy car that can travel for an extended period of time.

- Track Specs 10m long x 3m wide
- Teams must release JetToy behind the 0m mark
- JetToy must stay on track for attempt to be valid (or exit track past 10m mark)
- JetToy balloon must be inflated to an 8 inch diameter or less – Judge will check diameter before Jet Toy is released.
- Track judge will time the teams’ attempts using a stopwatch
  - Time starts when nozzle is released
  - Time stops when JetToy forward momentum stops (JetToy can not stop and start.)

Scoring
- Design teams get three attempts.
- Final score is based on the mean of the 3 attempts (judges will round times to 1 significant figure).