A WORLD IN MOTION®

Jet Toy Olympics

Track Description & Scoring Guide

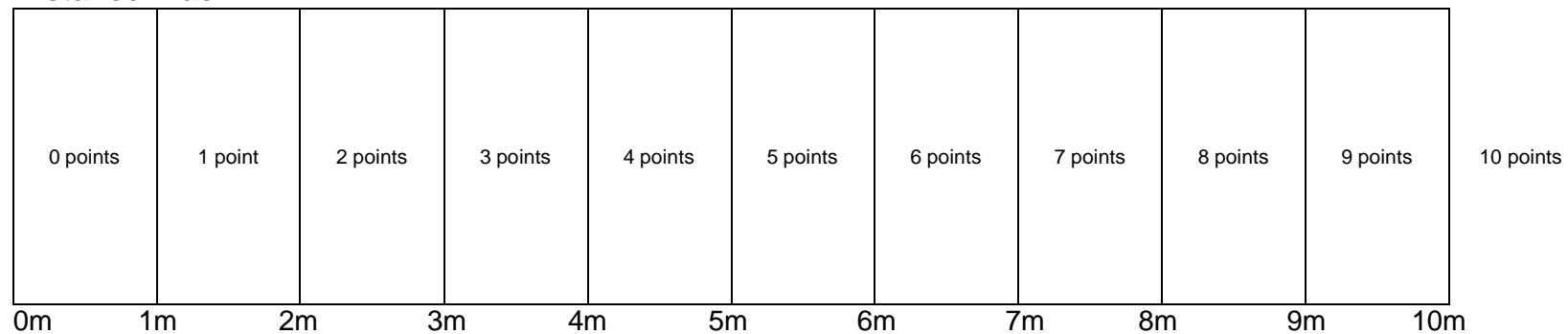## *AWIM NATIONAL OLYMPICS 2010 - NASHIK*

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

0 points	1 point	2 points	3 points	4 points	5 points	6 points	7 points	8 points	9 points	10 points

0m   1m   2m   3m   4m   5m   6m   7m   8m   9m   10m

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 –

0 points	1 point	2 points	3 points	4 points	5 points	6 points	7 points	8 points	9 points	10 points

| 0m | 1m | 2m | 3m | 4m | 5m | 6m | 7m | 8m | 9m | 10m |

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

0 points	1 point	3 points	5 points	7 points	9 points	7 points	5 points	3 points	1 point
0 points	2 points	4 points	6 points	8 points	10 points LOGO	8 points	6 points	4 points	2 points
0 points	1 point	3 points	5 points	7 points	9 points	7 points	5 points	3 points	1 point

0m   1m   2m   3m   4m   5m   6m   7m   8m   9m   10m
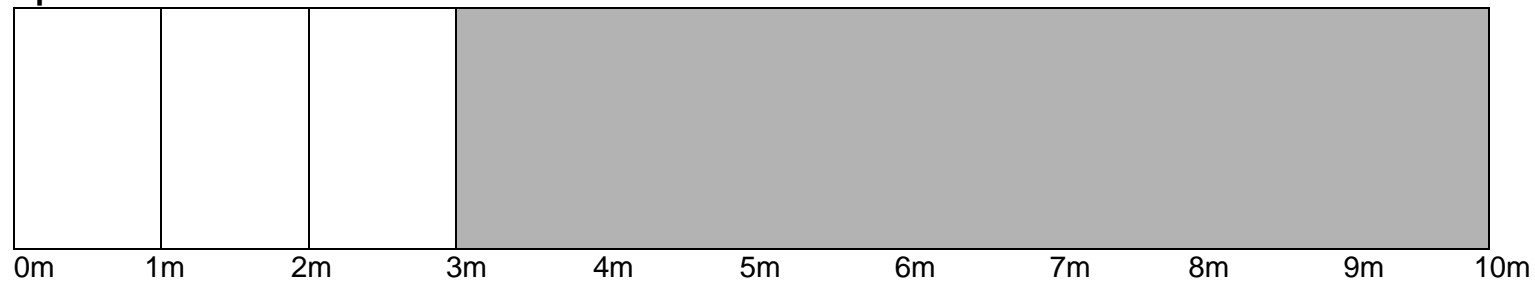
Speed

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).

Speed Track

0m   1m   2m   3m   4m   5m   6m   7m   8m   9m   10m

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).

Time Track

| 0m | 1m | 2m | 3m | 4m | 5m | 6m | 7m | 8m | 9m | 10m |