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## MouseTrap Derby

### Goal:

Build a car that is propelled by the energy stored in a mouse trap spring.

### Materials Limitations:

- Teams may use any materials they wish in the construction of their cars.
- The car must be powered using only **one** mouse trap (mouse trap cannot be larger than 5.0 inches X 2.5 inches).
- The mouse trap must remain intact (teams are not allowed to remove the spring from the mouse trap and use the spring by itself to power the car)
- Teams should be prepared to dismantle their cars at the end of the competition so that these materials limitations can be verified.

### Competition:

The car which travels the farthest wins the event (the maximum distance is 80 feet, should multiple cars travel farther than 80 feet, the winner of this event will be the car which traveled the distance with the fastest time, followed by the second fastest, etc)

The track for this event is 80 feet long by 16 feet wide, therefore, cars should be able to hold a straight path.

The contestants will be allowed only one attempt on the track.

The event will begin by teams setting their cars and then releasing them across a starting line. The car must use only the energy stored in the mouse trap for forward propulsion, teams are not allowed to give their car a "push" to begin forward movement. Once the car has past the starting line, teams will not be allowed to touch their cars until they have stopped moving.

The total distance traveled will be determined by measuring the shortest distance from the point where the car stopped to the starting line.

Should a car fail to remain on the 16 foot wide track, its total distance traveled will be determined by measuring the distance from the point where the car left the track to the starting line. As a penalty for leaving the track, this distance will then be divided by 2.

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