

PADDLE WHEEL BOAT

Description: Each team will construct a boat that can propel itself across water.

Number of Participants: 2

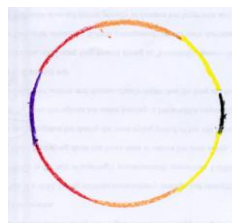
Competition:

Construction:

1. The teams will get 15 minutes to construct their floating device.
2. Each team will receive a bag of building materials. All teams will receive the same materials. The materials listed below may be among them, but the actual materials are not limited to the list. No team or coach will know the actual contents of the bags before the event.
3. Only the materials in the bag may be used, and the bag may NOT be used. No additional materials or adhesives may be used.
4. Possible building materials: popsicle sticks, rubber bands, straws, foil, wax paper, milk cartons, tape, pipe cleaners, Styrofoam bowl, Styrofoam cup, Dixie cup, paper clips.
5. The boat must hold three [3] pennies without sinking, and carry the pennies to the edge of the pool.

Launching

1. Each team will get to launch their boat two times. The team will keep the best score.
2. The team may hold the device while launching from the launching area, but may not touch or propel it once it has been launched.
3. There will be a designated launching area on the pool that will be between 6" – 12" long directly across from the purple scoring zone.
4. The boat will be launched in a small kiddie pool of approximately 5ft diameter.
5. The water depth will be between 3" – 12".
6. The pool will be marked with colored tape to indicate scoring zones. Black will designate the launching area. The colors of the scoring zones will be yellow, orange, red, and purple, in order of increasing rank. See the diagram to the right.
7. The time from when the boat is launched until it hits the side of the pool or stops moving will be measured.
8. If a boat does not touch the side of the pool before it stops moving, the scoring zone will be determined by placing a meter stick over the boat so that the meter stick is perpendicular to the imaginary diameter connecting the launching area and the purple zone. The zone that the meter stick touches will be the scoring zone and the boat will be ranked at the bottom of this scoring zone.



Scoring:

1. Within each scoring zone, teams with the shortest time will be ranked higher.
2. Scoring zones will be ranked in the following order, highest to lowest: purple, red, orange, yellow.