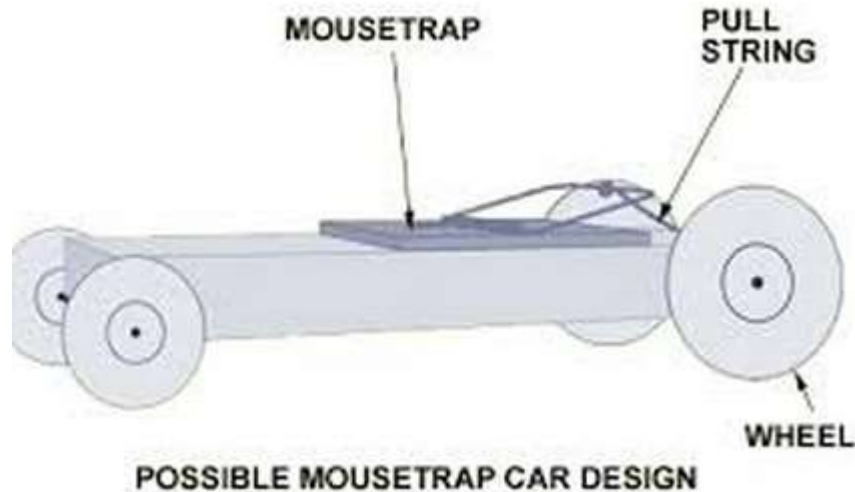


Mousetrap Vehicle

Objective: High School: Design a mousetrap vehicle to drive 20', 25', or 30' based on a random selection at the competition. The closest car will win.

Middle School: Design a mousetrap vehicle to drive 25' and stop. The closest car will win.



Rules:

1. All cars must be powered by a mousetrap with a wood base.
2. Only one mousetrap per car.
3. The car must start on its own when released.
4. The mousetrap does not have to be set.
5. The rod attached to the mousetrap can be bent to store additional energy.
6. The car can have any number of wheels and contact points with the floor.
7. Once released, the car can't be interfered with.
8. Additional stored energy devices can be used to assist the mouse trap.
9. Each car will have two runs. The car that comes the closest to the mark will be the winner.

In the event of a tie, the average of the two runs will determine the winner.