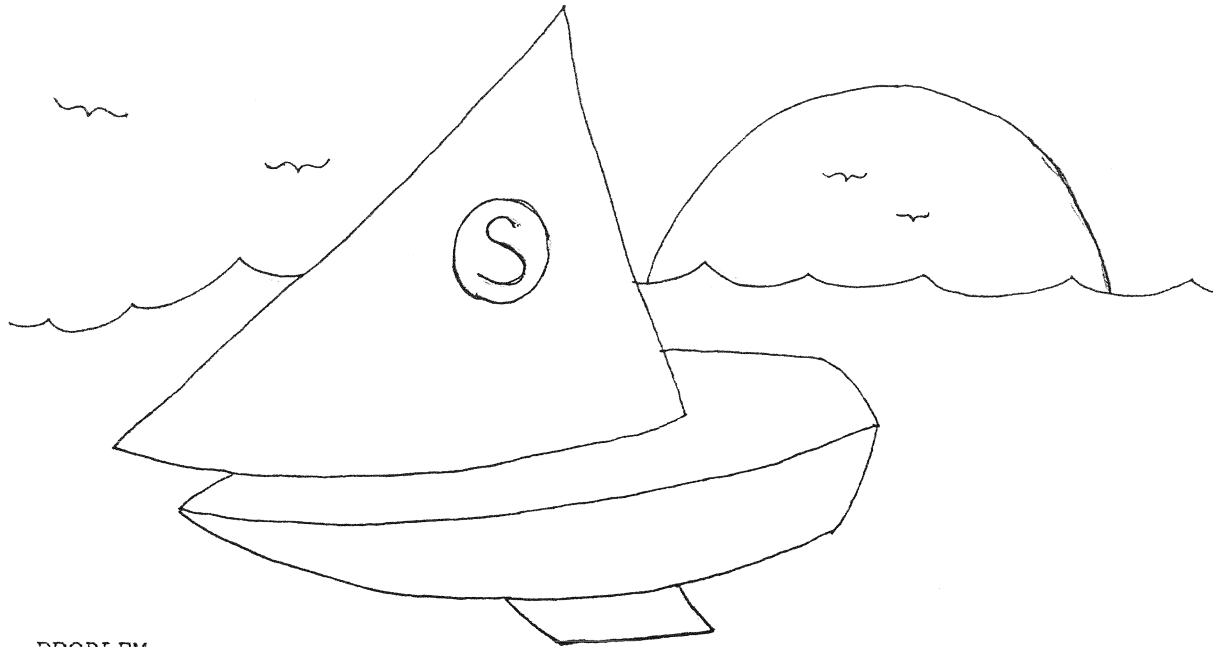


Danna R Smith
U 40 Stout.

TRANSOCEAN MARITIME CROSSING



PROBLEM:

Design and develop a vehicle that will move across water as-fast-as possible for the distance of the width of the pool.

LIMITATIONS:

1. One mousetrap spring must be used for the only source of power.
2. The vehicle must float on the surface of the water.
3. The vehicle must start from a stationary position and started using a starting mechanism.
4. The vehicle must travel in a straight line. Penalty points will be assessed if your vehicle comes into contact with another vehicle.
5. No vehicle parts may drop off or leave the original vehicle in any manner.
6. There may be nothing alive or recently alive on the vehicle.
7. The vehicle may not contain any explosives or otherwise dangerous items.
8. There may be more limitations to come!

GRADING CRITERIA:

CRITERIA	POSSIBLE	EARNED	COMMENTS
Creativity	20	_____	
Efficient use of material	5	_____	
Design Characteristics	15	_____	
Dependability/Consistency	10	_____	
Round Winner	10/Win	_____	
Penalty	5/Penalty	_____	
	Total	_____	

Grades will be determined by the top point winner. 100-90% of the top point winner will receive an A, 89-80% will receive a B, 79-70% will receive a C, 69-60% will receive a D, and below 59% will receive an F.

