

Pasta Vehicle Competition Rules

Part 1: Competition Rules

1. You can work as an individual or as a team.
2. Each individual or team can submit a maximum of one vehicle.
3. The categories for the competition are “form” and “function.” The “form” category is for vehicles that are not capable of rolling, or for competitors who don’t want the vehicle to be judged by its ability to function. The “function” category is for competitors who want to submit a rolling vehicle that may ultimately be entered into a race, and who do not want the vehicle to be judged based on its looks.
4. Each vehicle can be submitted to the “form” category, the “function” category, or both.
5. The “form” category will be judged based on the attractiveness of the design, including the uniformity of its components, the finishing of the seams and other connections, and the completeness of the design.
6. The “function” category will be judged based on the vehicle’s completeness and ability to roll. In the case of there being multiple functional vehicles, a race between the vehicles will be conducted using a cardboard ramp, and the fastest vehicle will win. A vehicle may be expected to race multiple times, so it should be sturdy. The vehicle will rest against the “gate”, which will be lifted off the track to start the race, so consider that in your design of its front.
7. Vehicles submitted to the “function” category must be capable of standing by themselves and rolling based on only their potential energy due to gravity. Extra points will be given to vehicles that have functions beyond just rolling (e.g., working doors or trunk).

Part 2: Vehicle Specs

1. Teams have an unlimited amount of time to work on their vehicle once they arrive, but it must be submitted for consideration by 12:30PM.
2. The vehicle must be modeled after a real-world vehicle that normally contains a motor or engine and is designed to carry one or more human passengers. The vehicle can be any real, existing, man-made vehicle (e.g., no UFO’s, but spaceships are okay).
3. Vehicles with wheels must have at least two wheels.
4. The vehicle’s dimensions must be between 2 to 6 inches in width, 3 to 6 inches in height, and 4 to 12 inches in length.

5. The vehicle may only be constructed using the provided dry pasta and glue. However, teams can cut the pasta or soften/bend it as needed or desired.
6. Teams may draw on their vehicles as desired, but the drawings or words cannot be offensive or inappropriate.

Part 3: Ranking and Points

“Form” category:

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| Is the vehicle complete? | Fully finished – 3 points Missing some minor components – 2 points Missing major components but recognizable – 1 point Missing major components and unrecognizable – 0 points |
| Is the glue connecting the components visible and neat from the outside? (Does not include visible glue added to fulfill a design component for form or function). | Glue is not visible – 4 points Glue is visible and uniform/neat – 3 points Glue is visible with some stray glue or strings – 2 points Glue is visible, not neat, but it all serves a purpose – 1 point Glue is visible, not neat, and glue is present that does not serve a purpose – 0 points |
| Are the components assembled in a symmetric and uniform manor, similar to the vehicle’s real-life counterpart? | Components appear fairly symmetric and uniform, vehicle closely resembles its real-life counterpart – 3 points Components appear fairly symmetric and uniform, vehicle does not closely resemble its real-life counterpart – 2 points Components appear to have been added slightly asymmetrically or skewed, but vehicle is still recognizable – 1 point Components are not symmetric or uniform and do not resemble the real-life vehicle, or the vehicle is unrecognizable – 0 point |

“Function” category:

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| Is the vehicle complete? | Fully finished – 3 points Missing some minor components – 2 points Missing major components but recognizable – 1 point Missing major components and unrecognizable – 0 points |
| Can the vehicle roll freely? | Vehicle rolls by itself after being pushed – 3 points Vehicle can roll if pushed continuously – 2 points Wheels can spin but the vehicle doesn’t roll – 1 point Wheels are stuck, vehicle doesn’t roll – 0 points |
| Vehicle wins the race? | Yes – 10 points |
| Vehicle has other working components, similar to its real-life counterpart? | Yes – 1 extra point per unique functioning component |