

PROJECT COASTER / COMPETITION RULES

1. Each designer will start with an expense budget of \$250 000.
2. Materials cannot be purchased until concept sketches have been completed.
3. Cash bonuses will be added to your budget with the completion of project requirements.
Each mark out of 85 is worth an additional \$1000.
4. Each passenger weighs 1.2g. The minimum number of passengers is 1.
5. The roller coaster car with block weighs 66.5g. You should not exceed a total of 92g.
6. Use your block carefully. A replacement costs \$25 000. Your first one is free.
7. Each fatality during final testing will result in a \$10 000 lawsuit.
8. Each test run conducted before final testing will cost \$10 000.
9. Passengers must not be in contact with other passengers during ride. A \$1000 fine will be assessed for any passengers that are touching when the ride is over.
10. The block can be drilled into, but must be able to attach to roller coaster car.
11. To avoid injury, passengers should keep all arms inside the car at all times.
12. Passengers must be visible and must be removed easily from the roller coaster car.
13. No glue is to be used in the construction of your restraint system.
14. Each designer receives a rider bonus of \$20 000 for each passenger their car can carry.
15. A \$20, 000 style bonus will be awarded to the designer with the best looking design.
16. Expense sheets must be completed and signed by a park supervisor when purchasing materials and conducting test runs.
17. Prizes will be awarded to the top 5 designers who have submitted all of their paper work, and have the highest remaining budget.
18. Paper and plastic can be used to decorate your roller coaster design, but cannot be used as part of the restraint system.
19. Passengers must not be in direct contact with the sticky side of tape.

Initial Budget		\$250 000
+ Project Bonuses		
- Lawsuits & Fines		
- Total Expenses		
= \$		