



MESA DAY RULES 2019-2020 (FINAL)

The MESA Machine: Ball Launch

LEVEL:	High School
DIVISION(S):	Grades 9 th /10 th and Grades 11 th /12 th
COMPOSITION OF TEAM:	2-3 students per team
NUMBER OF TEAMS:	Preliminary – As determined by your local MESA Center Regional – one team per division per Center
SPONSOR:	USC MESA College Prep

OVERVIEW: Students will design and construct a complex machine that utilizes four to eight different sequential and dependent actions from four different energy/simple machine categories that will ultimately launch a vinyl kick ball to land the closest distance to a target in the greatest amount of time. Students must design their complex machine to be transported by bus or car. **Participation logistics, limits, and competition facilities may vary by host site. Advisors and students are responsible for verifying this information with their center director.**

An Engineering Lab Book is a required component of this competition. The purpose of the Engineering Lab Book is for students to follow more closely the practices of an engineer in the completion of their MESA Day projects. The Engineering Lab Book will encourage students to take a purposeful and sustained approach to building their devices. MESA projects are not designed to be completed in a single class period or day, but to be the result of thoughtful research, planning, analysis and evaluation. The lab book should provide a daily and constant written record of the thought and insight a team is putting into their project, from initial ideas to the final completed project.

MATERIALS: For the complex machine, all materials are legal with the exception of hazardous materials or unsafe energy.

Three format options are available for lab book submittals. See “*MESA DAY 19_20 General Lab Book Guidelines*” at <http://mesa.ucop.edu/>. Please check with your local center director for the format required for your preliminary event. Electronic submissions will be required at the Regional/State level.

The Host Center will provide the following:

- 2-inch vinyl kick ball/hacky sack weighing between 25 to 35 grams
- Safety goggles

GENERAL RULES:

- 1) The students' full name, grade level, school name, and MESA Center must be clearly labeled on the machine. A 10% penalty in the score will be assessed for failing to properly label.
- 2) All parts of the complex machine must fit into a 50 cm by 50 cm by 50 cm cube (i.e., the *Machine Launch Zone*). No parts, including moving parts such as marbles and levers, may extend outside of the *Machine Launch Zone* at any time during inspection or during competition, except liquids and the parts for the single operation to initiate the machine in Rule 3.
- 3) The complex machine must be initiated by a single operation of pulling a string provided by the team; the string or cord may be any type, thickness, material, etc. The pulling of the string **MUST** be performed outside of the *Safety Zone* (see Attachments/Appendix).
- 4) No human or other assistance, interference, aid, etc. may be used for the entire operation of the complex machine (i.e., the machine must do all the work) **AFTER** the initiation of pulling the string.
- 5) The complex machine must incorporate between four (4) to eight (8) actions that are sequential and dependent upon the previous action. Each of the four to eight actions **MUST** use one of the following listed categories of energy/simple machines:
 - a. Categories of energy/simple machines, **which MUST be safe and not cause personal injury or damage to host facilities**, are LIMITED to the following:
 - i. Gravity (e.g., free fall, ramps, etc.)
 - ii. Springs or rubber bands (e.g., tension springs, bungee cords, torsional springs, mousetrap, etc.)
 - iii. Levers or pulleys (e.g., seesaw, bottle opener, tongs, fixed pulley, movable pulley, compound pulley, etc.)
 - iv. Electronics (e.g., DC motors, circuit boards, generators, sensors, etc.) – electrical power will NOT be provided
 - v. Pressurized fluids (such as air or water)
 - b. Four (4) different categories of energy/simple machines listed above **MUST** be used.
 - c. Sequential and dependent actions must use a different category of energy/simple machines (e.g., a free fall using gravity to a ramp using gravity will be counted as one action).
 - d. Use of energy/simple machines not listed will not be counted as actions or categories of energy/simple machines.
 - e. The action to initiate the machine does NOT count as one of the four (4) to eight (8) actions.
 - f. The sequence of actions must end with an action that launches the vinyl kick ball.
- 6) The complex machine must be able to load the host supplied vinyl kick ball prior to the initiation of the machine. No alterations to the vinyl kick ball are allowed.
- 7) The complex machine must launch the vinyl kick ball within 60 seconds of the initiation.
- 8) The complex machine must have moving parts visible at all times to verify actions and categories of energy/simple machines (see Rule 5).
- 9) All construction materials are acceptable, with the exception of explosives, caustic chemicals, or other hazardous materials that may cause personal injury or damage to host facilities.
- 10) Digital media (e.g., photos, video recordings, etc.) will not be accepted for arbitration purposes.
- 11) Lab books are meant to clearly demonstrate and illustrate evidence of the application of the Engineering Design Process in the MESA project.

JUDGING:

- 1) Machines will be checked for specifications prior to the start of the competition. Disqualified teams after this initial check will have an opportunity to compete if they meet ALL of the following conditions:
 - a. Accept an automatic "Mistrial" and therefore no score for Launch #1.
 - b. Make repairs/modifications as necessary to bring the device to proper specifications and be ready to compete when called for Launch #2.

- c. Make repairs/modifications only in the designated area as indicated by the judges.
- d. Failure to adhere to any of a, b, or c will result in the disqualification being upheld.
- 2) Teams that are not disqualified but wish to make repairs and modifications may do so, but they **MUST** be ready to compete when called for Launch #1.
- 3) Modifications and repairs are allowed during the competition; however, the team must provide all parts, materials, and supplies.
- 4) Each machine must be ready when called or the team will forfeit that launch.
- 5) Each machine will be allowed two (2) non-consecutive launches.
- 6) Each team will be given up to 90 seconds to prepare the machine, load vinyl kick ball, and verify to the judge the four to eight actions and the four different categories of energy/simple machines.
- 7) One team member will be responsible for the initiation of the machine (i.e., pulling of the string); entire body, including hands and fingers, of member must be outside of the *Safety Zone* (this is to ensure the safety of the student). The designated member will indicate to the judge the machine is ready to launch. The team member must wait until the judge gives the “START” order.
- 8) Judge will record the following:
 - a. The number of actions will be determined by those that are executed (i.e., only actions that work will be counted).
 - b. Accuracy will be determined at the point of initial impact of the vinyl kick ball inside or outside of the *Target Zones*. See Attachments/Appendix for competition area specifications.
 - i. If any part of the vinyl kick ball lands on a line separating the *Target Zones*, the team will receive the lesser of points.
 - c. Time will be measured from the initiation of machine (i.e., “START” order) to the time the machine launches the vinyl kick ball to the nearest 00.01 seconds.
- 9) If the machine does not launch the vinyl kick ball within 60 seconds of the initiation of the machine, the judge will declare a mistrial; the team will receive a “Team Score” of zero (0) for that launch.
- 10) Team members may not touch, assist, aid or interfere with the machine once the string has been pulled.
- 11) The order of the competition will be randomly selected.
- 12) All team members and spectators must stand outside of the *Safety Zone* during each launch. Only judges are allowed inside the *Safety Zone*.

SCORING:

- 1) Machine points
 - a. 10 points for each sequential and dependent action executed. (maximum of 80 points)
- 2) Accuracy points
 - a. Inside Target Zone 1 = 25
 - b. Inside Target Zone 2 = 15
 - c. Inside Target Zone 3 = 5
 - d. Outside of *Target Zones* = 0
- 3) Time points
 - a. 1 to 20.99 seconds = 5
 - b. 21 to 40.99 seconds = 15
 - c. 41 to 60 seconds = 25
- 4) Team Score = machine points + accuracy points + time points
- 5) The best team score of the two launches will be used.
- 6) A deduction of 20% of the team score will be assessed for an incomplete lab book and a deduction of 50% of the final score will be assessed for a missing lab book.
- 7) **Tie Breaker:** if there is a tie among Final Team Scores, the lightest machine will be the winner.

AWARDS:

- Awards will be given per division: Grades 9th/10th and Grades 11th/12th.
- Medals will be awarded for 1st, 2nd and 3rd place based on the highest final team score.
- Ribbons will be awarded for Innovative Engineering Design.
- Only 1st Place teams in the team score category in each division will advance to Regional/State MESA Day.

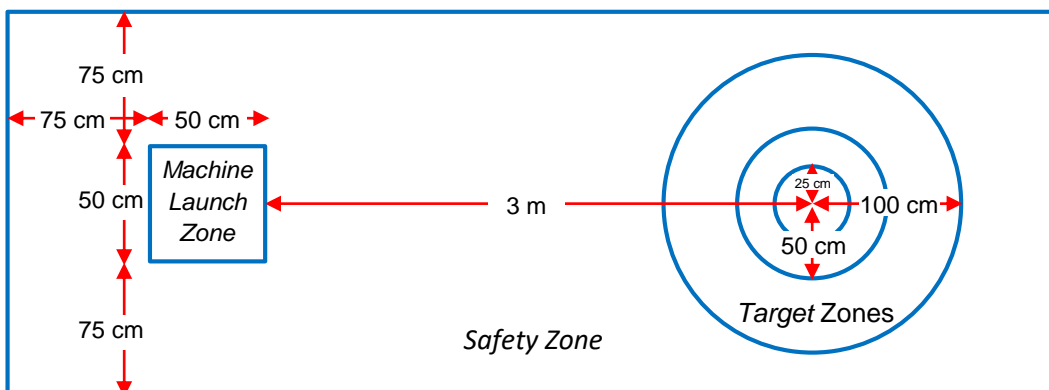
ATTACHMENTS/APPENDIX:

- Competition Area Specifications
- Recommended Equipment
- Engineering Lab Book Sample Mathematical Concepts
- Inspection & Score Sheet for The MESA Machine

Competition Area Specifications

Machine Launch Zone is 50 cm by 50 cm.

- *Target Zones* are three concentric circles with a center point/target that is 3 meters from and centered to the *Machine Launch Zone*.
- The *Safety Zone* is 2 meters by 6 meters.



- 0 to 25 cm from target = Target Zone 1
- > 25 cm to 50 cm from target = Target Zone 2
- > 50 cm to 100 cm from target = Target Zone 3

Recommended Equipment

- Scale to weigh machines
- 2-inch vinyl kick balls/hacky sacks weighing between 25 to 35 grams
- Scale to weigh vinyl kick balls/hacky sacks
- Measuring tape (metric)
- Blue painters tape or other supplies to outline *Machine Launch Zone* and *Safety Zone*
- Chalk or other supplies to outline *Target Zones*
- 1 stop watch to record launch time
- 3 safety goggles (required)

Engineering Lab Book Sample Mathematical Concepts

Sample concepts for the *Try It Out* section of the lab book may include the following:

- Calculate kinetic energy for an action using gravity
- Calculate potential energy for an action using springs/rubber bands
- Calculate mechanical energy for an action using levers/pulley

INSPECTION AND SCORE SHEET FOR THE MESA MACHINE

High School – Grades 9/10 and 11/12

Copies of this inspection and score sheet will be provided by the MESA Day Host Center.

Student Names: _____ Grade: **9/10** or **11/12** (circle one)

School: _____ MESA Center: _____

List four to eight actions of machine

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

List corresponding category of energy used (see Rule 5)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Section below to be completed by Judges

INSPECTION LIST:	YES	NO
All parts of machine fit into 50 cm x 50 cm x 50 cm	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Machine is initiated by pulling a string outside of <i>Safety Zone</i>	<input type="checkbox"/>	<input type="checkbox"/>
Machine incorporates four (4) to eight (8) actions (see Rule 5)	<input type="checkbox"/>	<input type="checkbox"/>
Four (4) different categories of energy/simple machines used	<input type="checkbox"/>	<input type="checkbox"/>
Machine able to load vinyl kick ball prior to the initiation of machine	<input type="checkbox"/>	<input type="checkbox"/>
No hazardous materials or unsafe energy are used	<input type="checkbox"/>	<input type="checkbox"/>
Machine labeled properly (students' full name, grade, school name, and MESA Center)	<input type="checkbox"/>	<input type="checkbox"/>

Weight: _____ **Innovative Engineering Design (ranking – 1, 2, 3, etc.):** _____

LAUNCH 1					
Machine		Accuracy (TZ = Target Zone)		Time	
# of actions executed (<i>see Rule 5</i> – <i>max. of 8</i>)		TZ 1 = 25	Outside TZs = 0	1-20.99 sec = 5	
	x 10	TZ 2 = 15		21-40.99 sec = 15	
		TZ 3 = 5		41-60 sec = 25	> 60 s = mistrial
Points		+ Points		+ Points	

Mistrial (reason): _____ **TEAM SCORE:** _____

LAUNCH 2					
Machine		Accuracy (TZ = Target Zone)		Time	
# of actions executed (<i>see Rule 5</i> – <i>max. of 8</i>)		TZ 1 = 25	Outside TZs = 0	1-20.99 sec = 5	
	x 10	TZ 2 = 15		21-40.99 sec = 15	
		TZ 3 = 5		41-60 sec = 25	> 60 s = mistrial
Points		+ Points		+ Points	

Mistrial (reason): _____ **TEAM SCORE:** _____

Best of two launch Team Scores _____

Machine Labeling Penalty (10%) - _____

Engineering Lab Book Penalty (20% or 50%) - _____

Final Team Score (best of two launches) _____
