Physics 200 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Rubber Band Car Analysis and Predictions

1. **Find your car’s drive wheels’ maximum force of static friction.**

1. Fully load your car to the approximate weight you expect it to have when you race it.
2. Lock the rear wheels, so they don’t rotate (tape should work).
3. Measure the force it takes to just begin to drag your car forward. You can do this with a spring scale, a force sensor, or a system of weights and string slung over pulleys – or some other method.

Maximum force of static friction = \_\_\_\_\_\_\_\_\_\_\_ N

2. **Determine the radius of your drive axle empirically.** The radius of the axle is, nominally, 5/32” (0.00396875m), but is that exactly right? Can you use it to calculate the correct acceleration distance if you know the string length and drive wheel radii? Maybe not. Using the same string that you plan to use for your rubber band motor, wrap a length of that string around the axle by turning the axle and counting the rotations. Carefully measure the length of string that is wrapped around the axle. Use this information to calculate the axle radius. How does it compare to 0.00396875m? In your subsequent calculations, you may use either the nominal radius or the one you find here.

Number of rotations = \_\_\_\_\_\_\_\_\_rotations Length of String Wrapped = \_\_\_\_\_\_\_\_\_ m

Drive Axle radius (measured empirically) = \_\_\_\_\_\_\_\_\_ m

3. **Calculate the maximum string tension that can be applied by your rubber bands – without causing your drive wheels to slip.** To do this, you should assume that the maximum backward force that the edges of drive your wheels can exert on the road is the maximum static friction force that you found in #1.

Drive wheel radius = \_\_\_\_\_\_\_\_\_\_ m Drive axle radius = \_\_\_\_\_\_\_\_\_\_\_ m

Maximum string tension without slipping = \_\_\_\_\_\_\_\_\_ N

4. **Design and measure a “motor” of string and rubber bands** that will give your car the maximum amount of energy without causing the wheels to slip. The rubber bands must stretch linearly, and **only string** may wrap around the axle.

Measure your rubber bands’ tension when fully stretched. This should not exceed your maximum tension without slipping (from the previous section). **It must also not exceed the contest limit of 40N (9 pounds).**

Maximum Rubber Band Tension = \_\_\_\_\_\_\_\_\_\_N

Measure your motor’s stretch distance. How far do the rubber bands stretch as you wind up your car (wrapping string around the axle). Another way to describe this distance is the length of string that wraps around your car’s axle.

Stretch Distance (wrapped string length) = \_\_\_\_\_\_\_\_\_m

5. Estimate the distance that your car will travel while it accelerates (assuming that the drive wheel’s don’t slip). From the length of string that unwinds (and the axle radius), you can determine the number of rotations. From there you can find the distance traveled by the edges of the wheels (i.e. the linear distance traveled).

Length of string that will unwrap as the car accelerates = \_\_\_\_\_\_\_\_\_m

Drive axle radius = \_\_\_\_\_\_\_\_\_ m

Angular displacement (Θ) of drive wheels and axle during acceleration = \_\_\_\_\_\_\_\_ radians

Drive wheel radius = \_\_\_\_\_\_\_\_\_ m

Linear distance traveled by car during acceleration = \_\_\_\_\_\_\_\_ m

6. *Estimate* your car’s energy input (i.e. the work you do as you wind it). First, pretend that your motor is an ideal spring, and find it’s spring constant, k. Use Fspring = kx, where x is the stretch distance. In this case, you know the spring force when your motor is at full stretch, and you know your stretch distance (both are in the previous question. Find your motor’s k, and then use PEspring = ½ kx2 to calculate the energy that was put into the spring.

k = \_\_\_\_\_\_\_\_\_\_ N/m PEspring = Energy Input = \_\_\_\_\_\_\_\_\_\_J

7. **Estimate your motor’s energy output.** In the previous section, you estimated the energy that goes into winding your car. But how much energy is actually provided by your rubber band motor as the rubber bands return to rest position? Probably less, because nothing is 100% efficient. Here is one method of finding your bands’ energy output.

1. Diagram

   Description automatically generatedHang your rubber band motor from a fixed point, with the string pointing down.
2. Stretch the motor downward to the extent that you will stretch it when you wind your car.
3. Add a weight to the end of the bands and prepare to shoot it upward.
4. Release the weight. If it shoots up to the exact point where the motor has returned to rest position, you’re done. If it goes to high, or doesn’t go high enough, try different weights until the weight reaches a height allowing the motor to return to rest position. When you find this weight, move on to step E.
5. Calculate the energy that the motor put into the weight. This is PE, so use PE = mgh.
6. Weight Mass = \_\_\_\_\_\_kg Height gained = \_\_\_\_\_\_\_\_m Motor Output Energy = \_\_\_\_\_\_\_\_\_J

8. Now use your information from the previous sections to calculate your motor’s % efficiency (output/input).

Motor Efficiency = \_\_\_\_\_\_\_\_\_%

9. **Find** **moments of inertia and friction.** Find the moments of inertia of both of your wheels and axles – and find the amount of frictional torque in each wheel and axle. To save time, use the spreadsheet calculator provided on my website. Collect the data below and enter them into the calculator to find moment of inertia and frictional torque. Use the falling weight and string method that we have used before.

|  |  |
| --- | --- |
| **Front Wheel and Axle** | |
| Axle Radius (m) |  |
| Mass of falling weight (kg) |  |
| Wrapped String length (m) |  |
| Acceleration time (s) |  |
| Deceleration time (s) |  |
| Moment of Inertia (kgm^2) |  |
| Torque from Friction (Nm) |  |

|  |  |
| --- | --- |
| **Rear Wheel and Axle** | |
| Axle Radius (m) |  |
| Mass of falling weight (kg) |  |
| Wrapped String length (m) |  |
| Acceleration time (s) |  |
| Deceleration time (s) |  |
| Moment of Inertia (kgm^2) |  |
| Torque from Friction (Nm) |  |

10. Estimate the energy loss due to frictional torque as your car is accelerating. If this were a linear situation, work done by friction would be W = Ffrictiond. Since this is a rotational situation, W = τfrictionΘ. You can find the angular displacement of your drive axle during acceleration by looking at your answers to section #5. For the front axle, you will have to determine the angular displacement based on your front wheel radii and the car’s linear acceleration distance. [\*\*When you get the final steps of this section, feel free to add a little more energy loss. The friction calculated here is based on the drive axle simply resting on a support. When the drive axle is under tension from the rubber bands, it is likely that the friction is higher. How much higher is anyone’s guess\*\*]

Drive Axle Energy Loss During Acceleration:

Torquedrive axle frction = \_\_\_\_\_\_\_\_\_\_\_ Nm Θduring acceleration = \_\_\_\_\_\_\_\_\_\_\_ radians

Drive axle energy loss = τfrictionΘ = \_\_\_\_\_\_\_\_\_\_\_J

Front Axle Energy Loss During Acceleration:

Linear distance traveled by car during acceleration = \_\_\_\_\_\_\_\_\_\_\_m

Front Wheel radius = \_\_\_\_\_\_\_\_ m Θduring acceleration = \_\_\_\_\_\_\_\_\_\_\_ radians

Torquefront axle frction = \_\_\_\_\_\_\_\_\_\_\_ Nm

Front axle energy loss = τfrictionΘ = \_\_\_\_\_\_\_\_\_\_\_J

Total Energy Loss Due to Friction During Acceleration

Sum of energy loss from Drive + Front wheel and axles = \_\_\_\_\_\_\_\_ J

To arrive at total energy loss due to friction, you can use the same number above, or you can add some if you want. This is based on your intuitive guess.

Total Energy Loss due to friction during acceleration = \_\_\_\_\_\_\_\_\_\_\_ J

11. **Calculate your car’s maximum velocity.** When your car reaches its maximum velocity, all of the energy provided by your rubber band motor (minus the energy lost to friction) should be turned into KE. Remember that there will be three parts to this KE: KEtranslational (which applies to the entire car’s mass), KErot for the front wheels and axle, and KErot for the rear wheels and axle.

First, measure the total mass of your car, including the motor. Total car Mass = \_\_\_\_\_\_\_\_\_\_\_kg

Total energy provided by motor (motor output from #7) = \_\_\_\_\_\_\_\_\_ J

Total energy lost to friction during acceleration (from #10) = \_\_\_\_\_\_\_\_ J

Total KE of car at end of acceleration = \_\_\_\_\_\_\_\_ J

Drive wheel/axle moment of Inertia (from #9) = \_\_\_\_\_\_\_\_ kgm2

Front wheel/axle moment of Inertia (from #9) = \_\_\_\_\_\_\_\_ kgm2

Drive wheel radius = \_\_\_\_\_\_\_\_m

Front wheel radius = \_\_\_\_\_\_\_\_ m

Maximum Car Velocity = \_\_\_\_\_\_\_\_m/s