



Roller Coaster

Model No. ME-9812

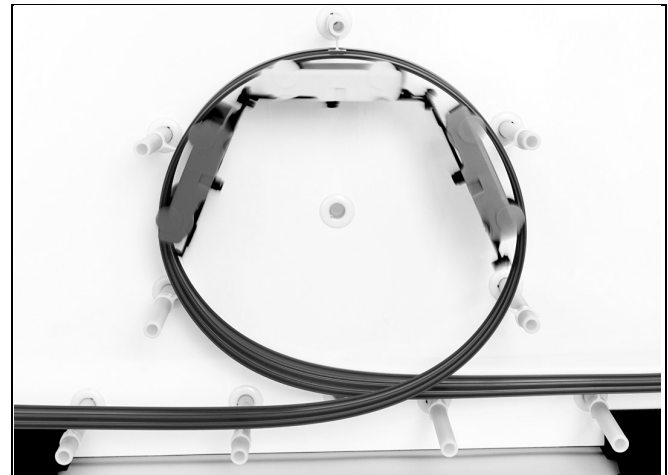
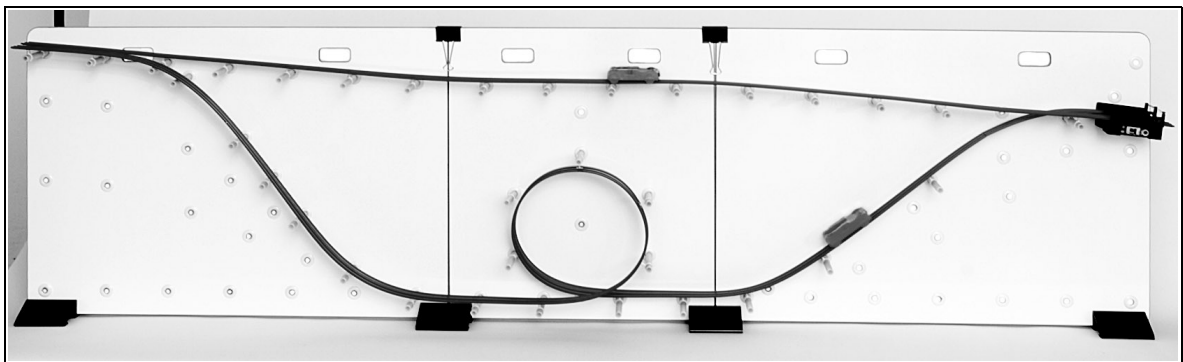


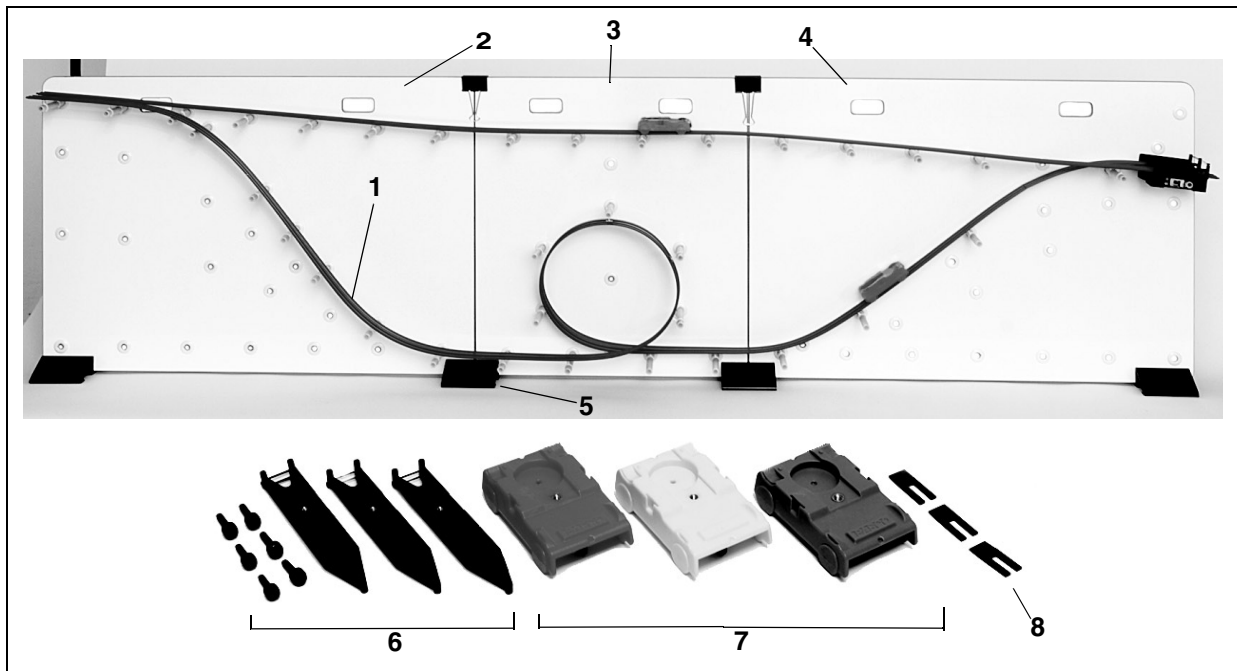
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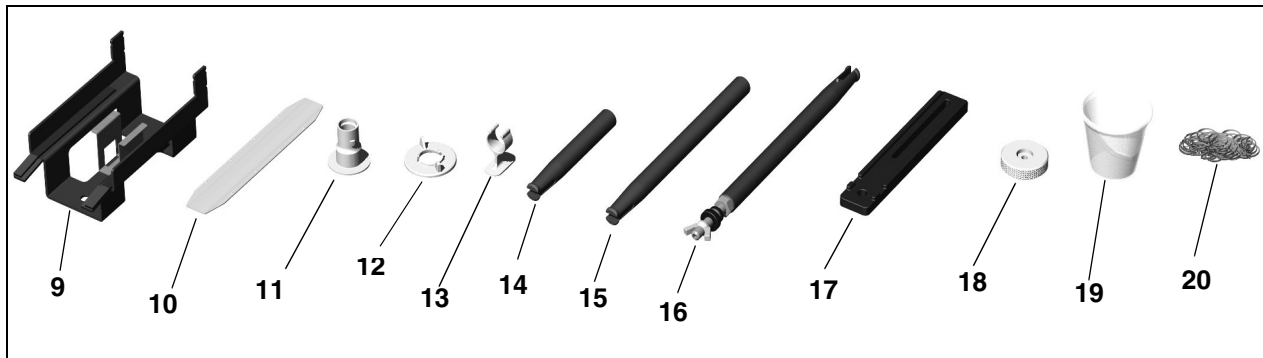
Equipment List



Included Equipment	Replacement Model Number*
1. Roller Coaster Track (1 coil), 9.1 meters, 5.1 cm width	648-07711
2. Support Panel (left), white (1), 85.9 cm x 60.4 cm	648-07835
3. Support Panel (center), white (1), 52.8 cm x 60.4 cm	648-07836
4. Support Panel (right), white (1), 85.9 cm x 60.4 cm	648-07837
5. Support Feet (4)	648-07840
6. Collision Accessory (3) with 6-32 screws (3)	003-08112
7. Mini-Cars (3): 1 red, 1 green, and 1 yellow; mass = 0.18 kg ea.	ME-9813
8. Flags for Mini-Cars (3)	648-07789

(Equipment list continued on next page)

Equipment List (Continued)



Included Equipment	Model Number
9. Catchers (2)	003-08114
10. Track couplers (2)	648-08023
11. Hole inserts (70)	648-07810
12. Hole insert nuts (70)	648-07811
13. Peg clips (50)	648-07714
14. Short pegs; 7.4 cm length (3)	648-07807
15. Long pegs; 16.2 cm length (40)	648-07806
16. Photogate mounting pegs (4), 18.9 cm length	003-08022
17. Photogate brackets (4)	648-04984
18. Ballast masses for mini-cars (3); mass= 0.04 kg ea.	648-07951
19. Water cups (3)	699-125
20. Rubber bands (1 package with 2 lengths)	726-043 and 726-044

Optional Equipment (for experiments)	Model Number
21. Photogate Head	ME-9498A
22. Smart Timer	ME-8930
23. Projectile Mini-Catcher Accessory or Projectile Catcher Accessory	ME-6814 or ME-6815
24. Rotating Platform	ME-8951
21. Photogate/Pulley System	ME-6838
22. Super Pulley with Clamp	ME-9448A
23. Computer	NA
24. DataStudio® software (version 1.6 or later)	Various (See PASCO catalog).
25. Data collection interface (<i>ScienceWorkshop</i> ® interface, USB links with or without PASPORT™ Xplorers)	CI-6450 or PS-2100 or PS-2000

*Use Replacement Model Numbers to expedite replacement orders.

Introduction

The ME-9812 PASCO Roller Coaster has loops and hills for studying conservation of energy and centripetal acceleration, a straight track for collisions, and a brachistochrone to demonstrate the path of least time.

Track Assembly

1. Plugging in the Hole Inserts (one-time installation):

To prepare the ME-9812 Roller Coaster for first use, the hole inserts must be plugged into the holes. This is a one-time installation, as the inserts are a permanent part of the support panels.

a) To install the inserts, press one plastic insert into each of the 70 holes in the three boards. The inserts should be inserted in from the white side of the panel (See Figure 1).

Note: There is a notch on the inside of the inserts which allows the photogate pegs to be keyed into the insert to prevent rotation.

Orientating each insert with the notch at the bottom makes it easier to locate the notch when a photogate peg is used.

b) On the back side of the boards, secure each insert with an insert nut by twisting the nut onto the insert by hand (See Figure 2). Place the provided board labels on each board to identify the left, center, and right panel boards. This completes the assembly of the boards.

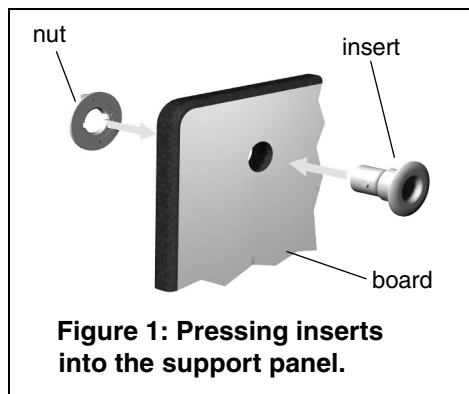


Figure 1: Pressing inserts into the support panel.

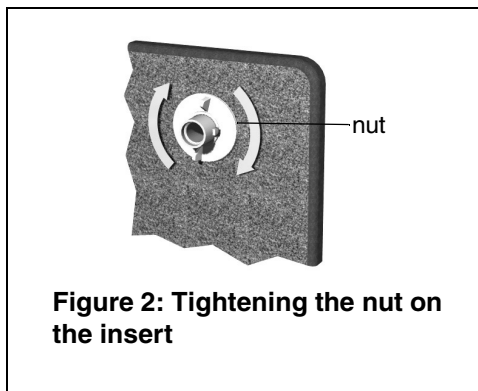


Figure 2: Tightening the nut on the insert

2. Using Support Feet with the Support Panels

There are many different track configurations possible (see pages 12-20 for examples). Some use two support panels and others use three support panels. The support panels can be used in different orientations, rotated 90 degrees from the usual orientation. The panels are supported in the vertical position by placing them end-to-end in the slots of the black support feet. When all three support panels are used, four support feet are required: one on the left end of the left board, one on the right end of the right board, one spanning the junction of the left and center boards, and one spanning the junction of the right and center boards. The panels are not connected to each other in any other way. If only two panels are used together, only three support feet are required. If desired, a large binder clip can be used to clip the joints together at the top of the boards.

3. Attaching the Track to the Support Board

The 9.1-m long track is shipped in a coil. Before first use, it may be necessary to lay the track out flat for a few minutes to remove any set. It is recommended that you cut this track into sections: A length of approximately 4 m is required for the roller coaster loop. If the track length exceeds the amount required for the selected track configuration, let the excess track hang off one end.

a) Select the desired track configuration and push a peg into each one of the holes. The pegs will snap into place. Pegs can be removed by pulling firmly with your hand.

b) Begin connecting the track to the board at one end. To attach the track to a peg, place a peg clip into the slot on the underside of the track at the location of the peg. The peg clips should be twisted in the slot so the edges of the slot capture the clip (See Figure 3). Slide the clip in the slot a short distance to align it with the peg on the board.

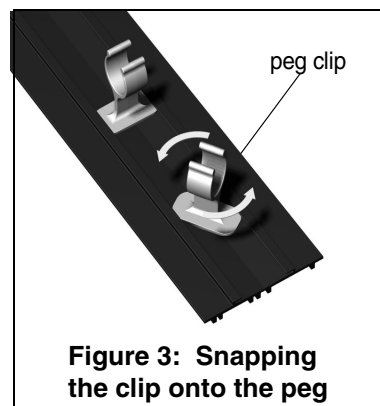


Figure 3: Snapping the clip onto the peg

c) Snap the clip onto the peg.

Two different lengths of pegs are supplied. Long pegs are required for running two tracks side-by-side. Short pegs are occasionally required to avoid collision between the peg and the car on the second track.



CAUTION: To avoid damaging the track, **do not** coil the track into a small radius (less than 12 cm).

Track Configurations are shown in the Suggested Activities section. If desired, shorter sections of track can be spliced together using a track coupler, which is a metal strip that slides into the slot on the underside of the track. Slide the coupler halfway into the end of each track section to join the two sections together.

4. Attaching Photogates to the Track

There are special pegs with threaded rods on one end that are used to mount photogates.

a) Wherever a photogate is needed along the track, replace the peg with the special photogate peg. Be sure to align the pin on the photogate peg with the notch in the board insert.

b) Attach the photogate head to the photogate bracket.

c) Remove the wing nut from the threaded peg and slide the photogate bracket onto the threaded peg (See Figure 4).

d) Use the thumb nut on the threaded peg to change the distance of the photogate from the board.

e) Secure the photogate in place with the wing nut.

The track position can be adjusted to be closer or further from the board to make certain the car flag passes through the photogate.

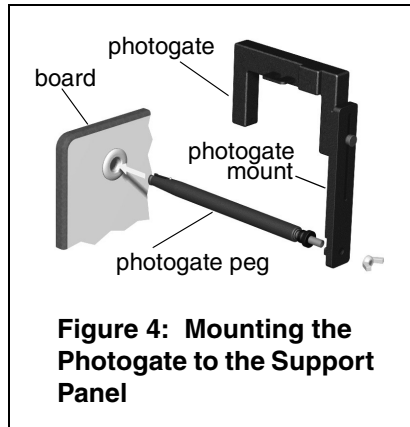


Figure 4: Mounting the Photogate to the Support Panel

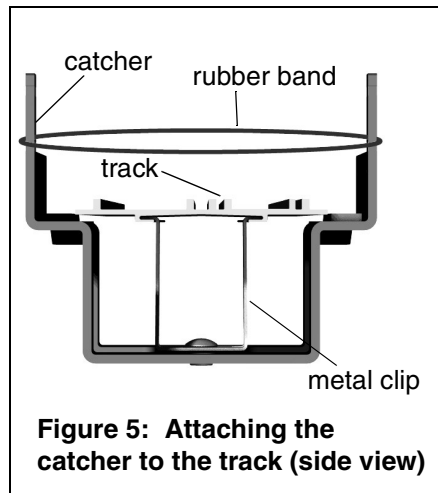
5. Attaching the Catcher to the Track

The catcher has multiple uses:

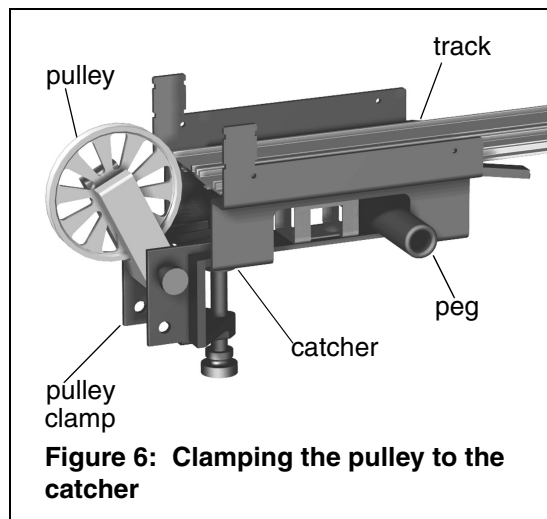
- It can be positioned anywhere on the track to catch the car and prevent it from rolling back down an incline.
- It can be used as an elastic bumper so the car bounces back and returns down the track.
- It serves as a mounting place for the Super Pulley with Clamp (ME-9448A) for attaching a string to a hanging mass over a pulley.
- It can be used with the Projectile Mini-Catcher bracket (ME-6814) or Projectile Catcher Accessory bracket (ME-6815) to form a ballistic pendulum: The car goes off the end of the track, into the catcher, and the catcher swings as a pendulum.

- It can be used as a catcher on the Rotating Platform (ME-8951) to perform a conservation of angular momentum experiment: The car goes off the end of the track, into the catcher, and the platform rotates.

a) To attach catcher to the track, squeeze the spring metal clip and insert the clip into the slot on the bottom of the track, then release the clip (See Figure 5). To create a rubber band bumper, stretch a rubber band across the two posts that stick up on the end of the catcher. If you want the catcher to catch the car, orient the catcher so the car enters the end of the catcher opposite the end with the rubber band bumper. If you want the car to bounce off, orient the catcher so the car hits the rubber band bumper.



b) The catcher can be placed anywhere on the track. It can be placed between adjacent pegs or a peg can be inserted through the center hole of the catcher on either side of the spring clip. When using a clamp-on pulley, insert a peg through the catcher so the peg doesn't interfere with the pulley (see Figure 6). The pulley clamps onto the lower section of the catcher.



Note: Clamping pulleys directly to the track is not recommended because the track will deform.

6. Using the Track without a Support Board

The track can be used without the support board. It can be laid out flat on the table or floor or taped to a board with double-stick foam tape. The cars will function on the track even when the track is laying flat on the table. However, because of the wheel protectors, the cars will not roll on a flat surface without the track.

To make hills, lay the track over a stack of books.

The track can be suspended in a configuration of your own design using any rod stands with half-inch diameter rods to which the track can be clamped.

CAR ASSEMBLY OPTIONS

1. Wheel Labels

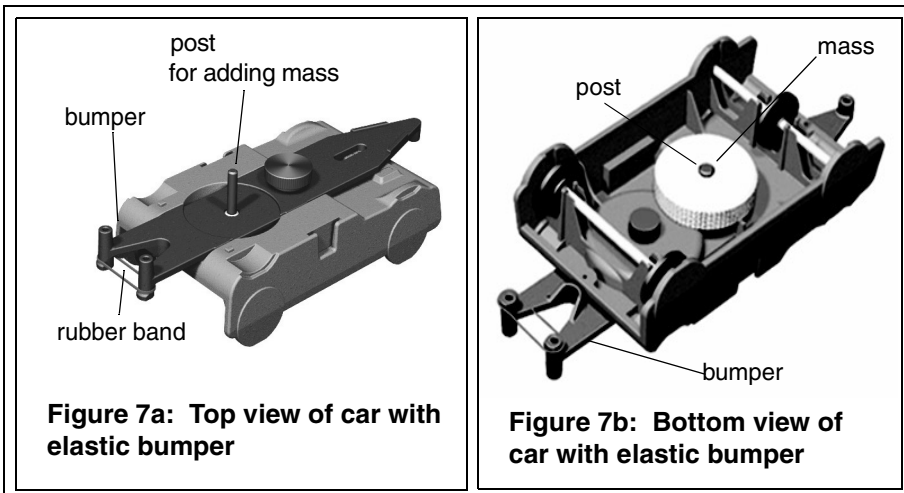
Labels which simulate the look of a wheel are supplied for the user to apply to the flat circles on the car body.

2. Bumper (elastic and inelastic)

The bumper can be attached to the car with a thumb screw through the hole in the center of the car (See Figures 7a and 7b).

a) Orient the bumper so the circular indentation in it is up and it is aligned with the car's circular mass tray.

b) To make an elastic bumper, small rubber bands are supplied with the bumper. Stretch a rubber band across the bottom of the two prongs on the bumper. For high speed collisions, it is necessary to double over the rubber band to make the rubber band stiffer.



For completely inelastic collisions, remove the rubber band and put a small amount of clay in the "V" slot on the bumper. (See Figure 8).

c) Masses can be added to the car with the bumper attached by inserting a screw up from the bottom of the car through the threaded hole in the bumper's mass tray. The masses fit over the threaded screw

to help keep them from slipping off the car.

The bumpers are also used to couple two or three cars together for a roller coaster train. To accomplish this, put rubber bands on the bumpers to make elastic bumpers. Then place the pointed front bumper of the trailing car over the rubber band of the car in front of it, letting it fit loosely into the "V" slot of the leading car (see Figure 11).

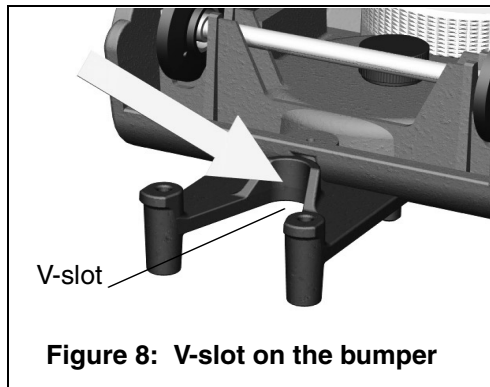


Figure 8: V-slot on the bumper

3. Photogate Flag for Timing and Acceleration Studies

The photogate flag fits into a slot on either the left or right side of the car. The flag has two tabs to allow timing from one block of the photogate beam to the next block.

When using a photogate, connect the photogate

stereo plug to a ME-8930 Smart Timer and vertically adjust the photogate so that the slit on the photogate aligns with the bottom of the gap on the flag (see Figure 9). When the car passes through the photogate beam, the photogate measures the time from the leading edge on the front tab of the flag to the leading edge on the back tab of the photogate flag.

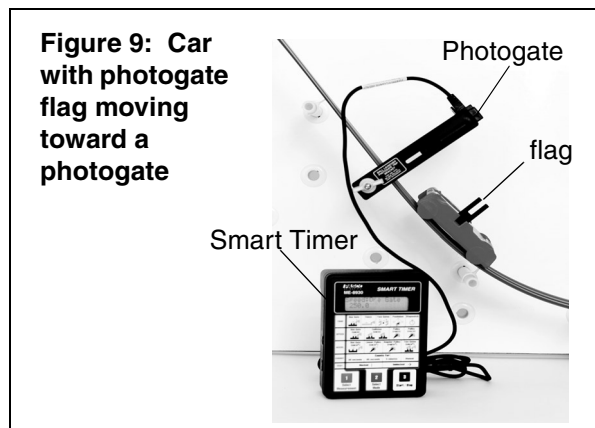


Figure 9: Car with photogate flag moving toward a photogate



***Note:** When using a Smart Timer to measure the speed of the car, select the “speed” measurement and “1 gate” mode. To measure acceleration of the car, select the “accel” measurement and “2 gates” (use two photogates on adjacent pegs). Click the **Start** button. When the asterisk appears on the display, you are ready to take a measurement.*

4. Adding Ballast Mass and Additional Masses

The ballast mass fits underneath the car (Figure 10) and is attached using an M5 screw (supplied with the rollercoaster). Additional cylindrical masses can be placed on top of the car in the mass tray. If a bumper is installed on the car, additional masses can be added by inserting a 6-32 screw up from the bottom of the car through the threaded hole in the bumper's mass tray. The masses fit over the threaded screw to help keep them from slipping off the car. Alternatively, the masses can be secured on the bumper by putting the screw in from the top.

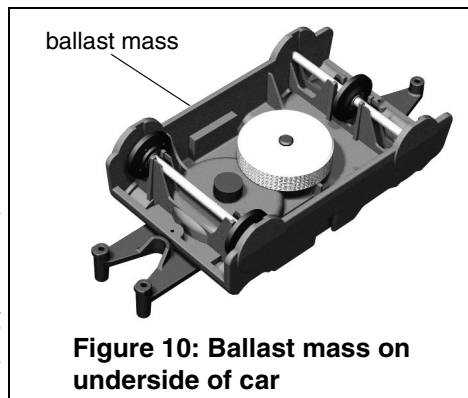


Figure 10: Ballast mass on underside of car

5. Coupling Three Cars

The bumpers are used to couple two or three cars together for a roller coaster train. To couple the cars, first put rubber bands on the bumpers. Then place the pointed front bumper of the trailing car over the rubber band of the car in front of it, letting it fit loosely into the "V" slot of the leading car. (See Figure 11).

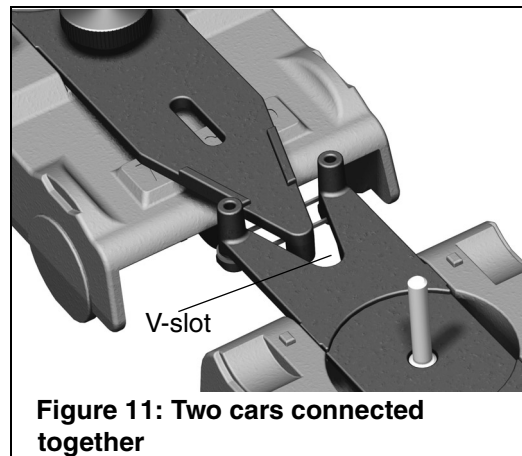


Figure 11: Two cars connected together

6. Stacking Two Cars

One car will stack on top of another car for doubling the mass and for storage of cars.

7. Car Center of Mass Location

The center of mass of a car (without added masses) is approximately located on the side of the car in the center of the slot for the photogate flag. The exact location of the center of mass can be determined by balancing the car on a knife edge.

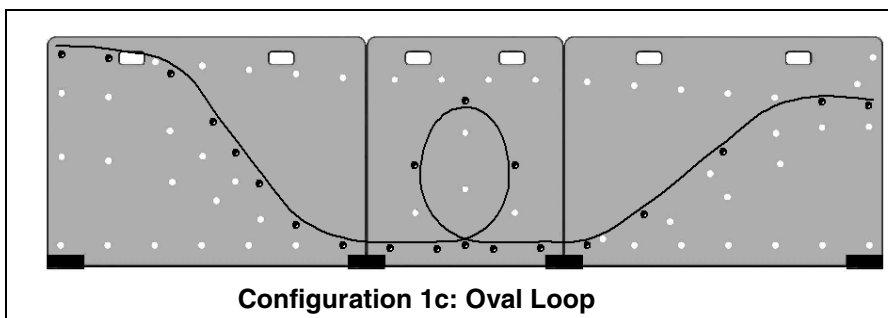
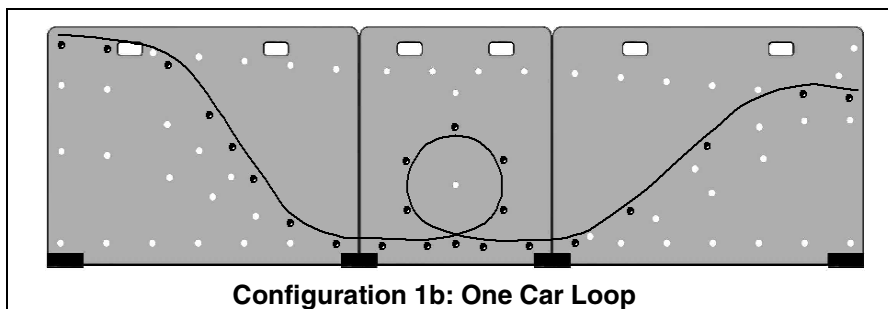
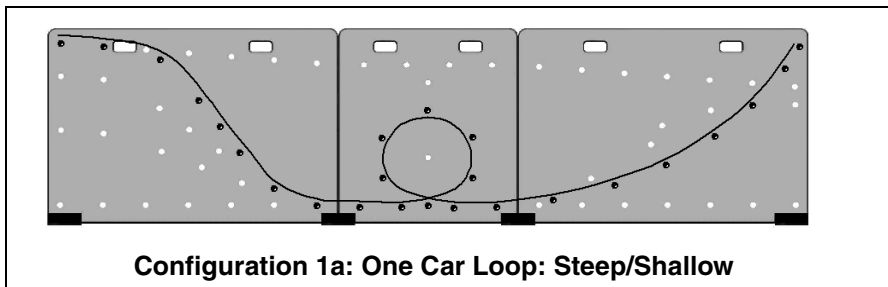
SUGGESTED EXPERIMENTS (WITH CONFIGURATIONS)

1. Loop (One Car)

There are two basic configurations for the loop (see Configurations 1a and 1b): Both begin on the left using the highest track path, but there are two ways to end the track on the right. One configuration is steep on one side and shallow on the other to emphasize that the car goes to the same height on each side (ignoring friction). Note that only one car can be used when starting on the highest track path because multiple cars linked together will derail (because the following cars go too fast over the bend in the track).

Where does the car have to start from rest to just barely make it over the loop? Note that the car will also make it over the loop when it is started from the second highest path on the left.

It is also possible to make a non-circular loop (see Configuration 1c). Does the car have to be released at the same point as in the circular loop?

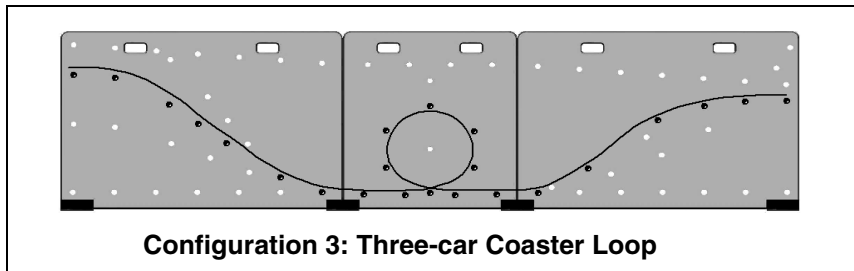


2. Cup of Water Over Loop

Place a cup of water in the mass tray of the car and let the car go around the loop. Will the water stay in the cup as the car goes over the loop? Put a catcher at the end of the track so the car will be caught instead of going back through the loop.

3. Three-Car Coaster

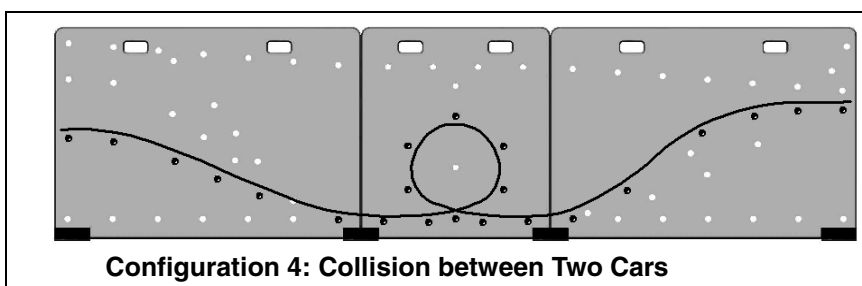
When using three cars linked together as a roller coaster, begin on the left on the step that is second from the top. (See Configuration 3.) Besides asking where the coaster must start to make it over, the speeds of first, middle, and last car can be measured at any point along the track to show that the speeds of the cars are different as they pass that point. Will the water stay in each of the three cups as the three cars go over the loop?



4. Collision Between Two Cars at Bottom of Loop

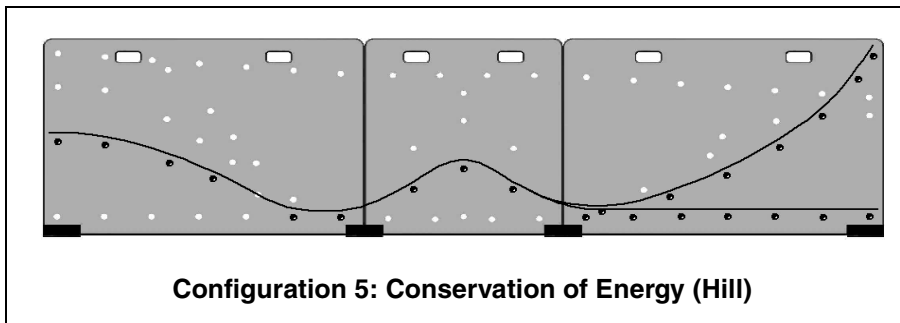
Start a car that has a ballast mass in it at the top of the lowest step on the left (second peg from the bottom in Configuration 4). Show that it does not make it over the loop.

Then place another car (without a ballast mass) at rest at the bottom of the loop. Start the car with the ballast from the top of the lowest step and let it collide elastically with the car at the bottom of the loop. Will the car at the bottom of the loop make it over the loop after the collision?



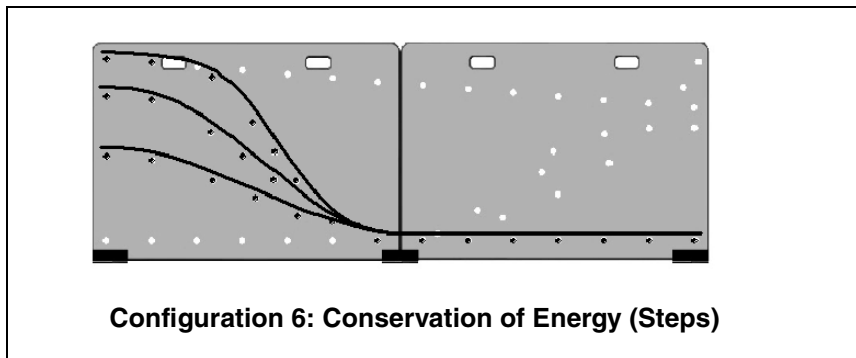
5. Conservation of Energy (Hills)

If the car is released from rest from the top of the lowest left *step* (the second peg from the bottom is the first step; see Configuration 5), the car will make it over the hill without flying off the hill. If the car is released from higher up on the right side, the car will fly off the hill. The speed of the car at the top of the hill can be measured with a photogate; the kinetic energy can be calculated and compared to the predicted value given by conservation of energy. The normal force at the top of the hill can also be calculated.



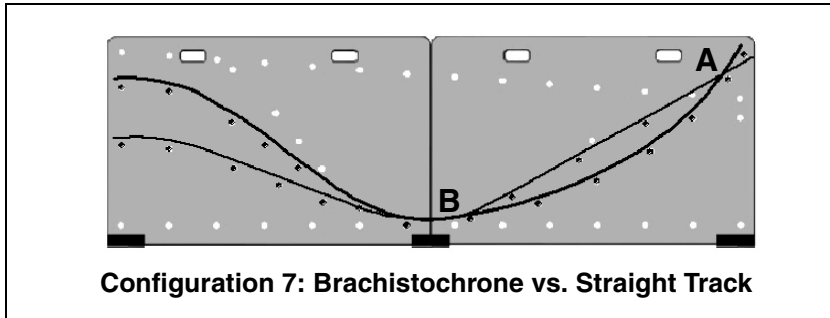
6. Conservation of Energy (Step)

Compare the potential energy at the top of the step to the kinetic energy at the bottom of the step (Use the setup in Configuration 6).



7. Brachistochrone vs. Straight Track

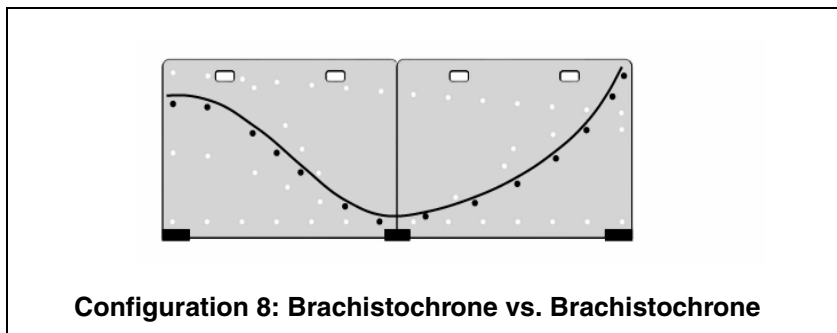
The shortest distance between two points is a straight line. Which car will travel from Point A to Point B (Configuration 7) in the least time: the car on the curved track or the car on the straight track?



8. Brachistochrone vs. Brachistochrone at Different Start Positions

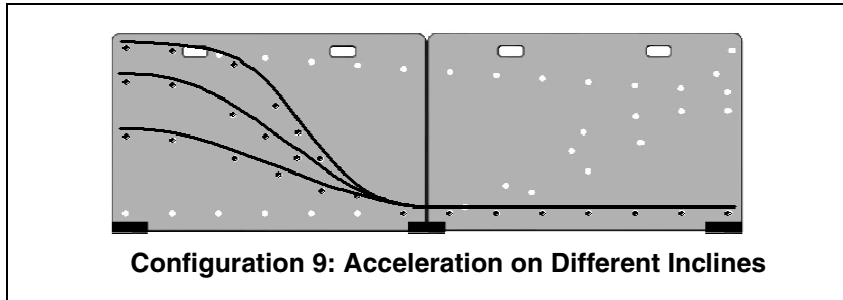
Put two tracks side by side along the Brachistochrone path (See Configuration 8). Start one car at the top of one of the tracks and start the other car half-way down the other track. Release both cars at the same time and see which car reaches the bottom first.

How does the time to go down the brachistochrone vary with different start positions?



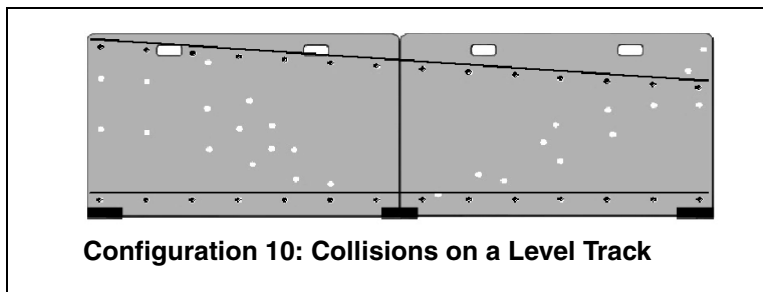
9. Acceleration Down Different Inclined Tracks

In Configuration 9, the three inclines on the left board are straight for a short distance. Measure the acceleration of the car on each of these inclines. The acceleration can be measured using two photogates on successive pegs and a Smart Timer (ME-8930) set on “Acceleration: Two Gate” mode. Measure the angles of the inclines and calculate the theoretical accelerations.



10. Collisions on a Level Track

Set up the track as shown in Configuration 10. The level straight track at the bottom of boards can be used for elastic and inelastic collisions. Two or three boards can be used to make different length tracks.

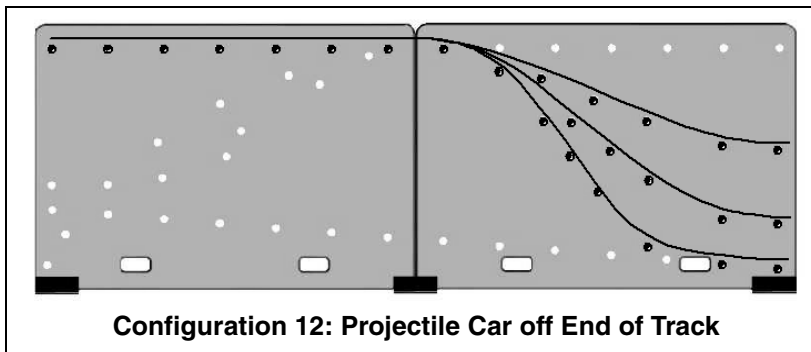


11. Acceleration of Car by Mass on String over Pulley

The pulley fits on the catcher at the end of the track. A photogate can be attached to the peg that goes through the catcher and the photogate can be positioned so the pulley will break the beam.

12. Projectile Car Off End of Track (3 different steps)

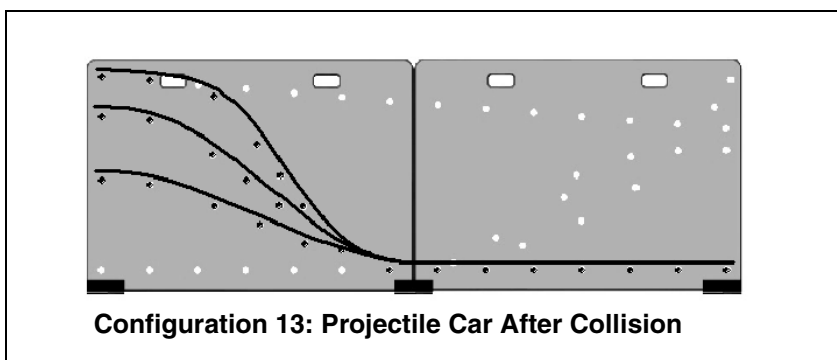
Set up the track as shown in Configuration 12. Allow the car to go off the end of the track onto the floor in projectile motion. From which of the three steps will the car go furthest? Place some sort of cushion on the floor to soften the impact.



13. Projectile Car Off End of Track after Colliding with Car at End of Track

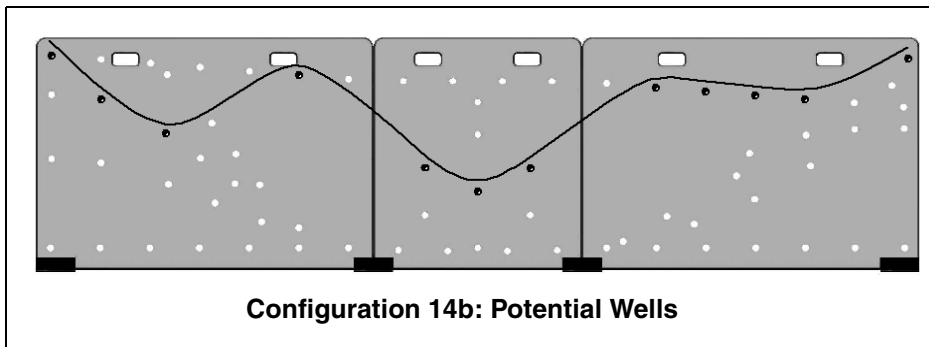
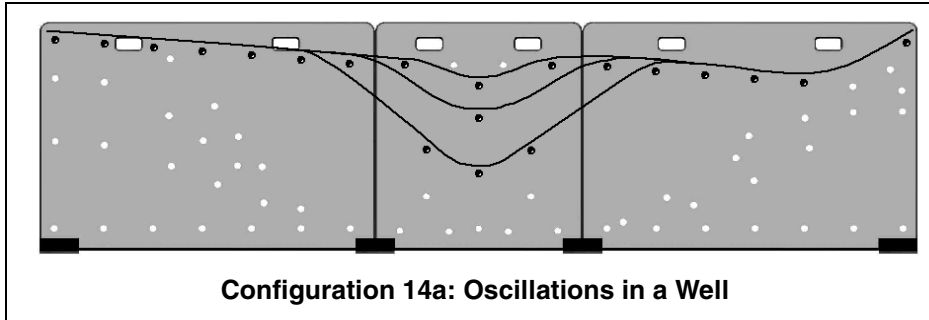
Set up the track as shown in Configuration 13. Set a car at rest at the end of the track. Let a second car roll down the track and collide with the resting car and predict where the car will land on the floor. Place some sort of cushion on the floor to soften the impact.

If a mass is added to the rolling car, both cars will go off the end of the track at different speeds. Predict where each car will hit.



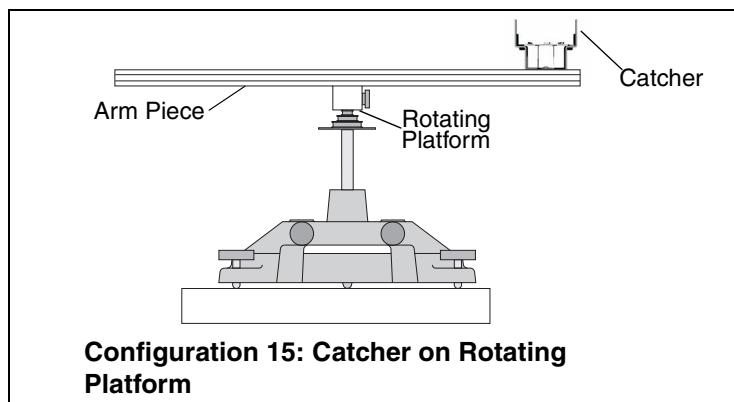
14. Oscillations in a Well

Set up the track as shown in Configuration 14a or 14b. Time the period of the oscillations in the valley. Depending on initial speed and position, the car will be trapped in different potential wells.



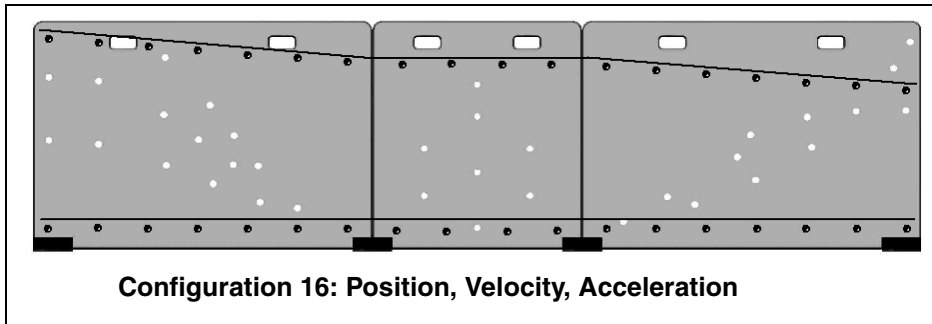
15. Conservation of Angular Momentum

Attach the catcher to the end of the ME-8951 Rotating Platform arm by placing a thumb screw through the T-slot in the top of the platform. The car goes off the track into the catcher on the Rotating Platform (see Configuration 15).



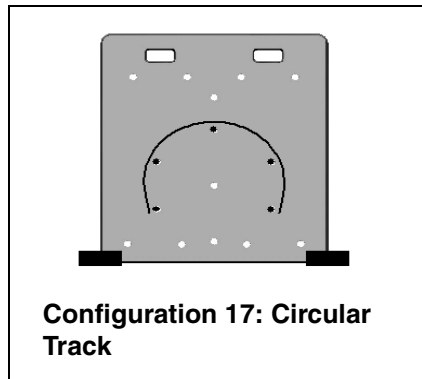
16. Position, Velocity, Acceleration

Set up the track as shown in Configuration 16. Ask students to predict the shape of the position, velocity, and acceleration versus time graphs for the motion of the car as it travels down the straight slope, then on the level, and then down another straight slope. Then show students the motion of the car and make measurements using photogates and a Smart Timer to check their predictions.



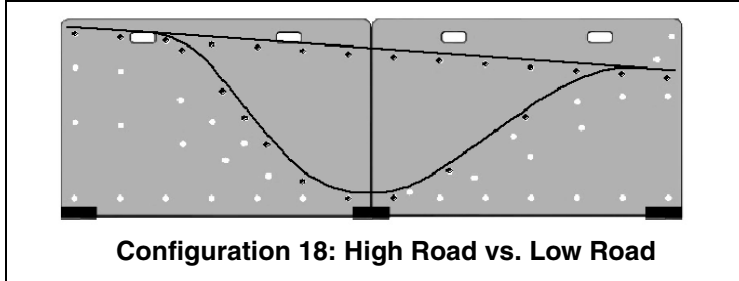
17. Circular Track

Make a circular track (Configuration 17) with the car side of the track on the outside of the circle. Start the car from rest at the top of the track and check where the car leaves the track and flies off. To determine where the car leaves the track, set up the photogate near where the car appears to leave the track. Adjust the position of the photogate so the car flag just barely does not block the photogate when the car is run along the circular track by hand. Then let the car roll down the track and fly off. If the car has left the track when it reaches the photogate, the car flag will block the gate and a Smart Timer will record the car's speed. Conservation of energy will predict the angle at which the car should leave the track.



18. High Road and Low Road

Set up two tracks side-by-side (Configuration 18) and race two cars. Which car will win? What are the final speeds of the cars at the end of the track when they are back together? It is interesting to hang a cloth on the pegs of the high road to hide the low road. The car on the low road disappears behind the cloth and reappears on the other side in a surprisingly short time.



Appendix A: Technical Support

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Appendix B: Copyright and Warranty Information

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