



Team PDQ

Update 2 (September 21 – October 2)

In the last 2 weeks our team, Team PDQ, has made a lot of progress on our car.

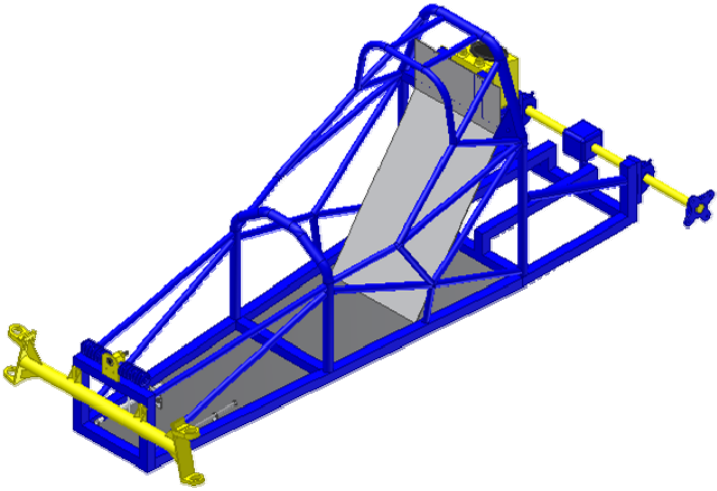
We realized there was a flaw in our CAD design. We put the front axle on upside down, and are now rebuilding it using the computer software. Our team has also decided to change the design where we will mount the engine (the part behind the second roll bar). We are recreating the engine mount so the engine can slide forward and backward when we need to tighten the chain.

In regards to progress on the car itself, our team has laid out the basic frame of the car and fully welded it. We have also cut and milled about half of the support bars needed. We have also tacked on many of the back supports, and most of the front supports also. We ran into a problem with the welder, because it was too cold and many of the welds didn't turn out the way we wanted. What we did to solve this was we ground down all the cold welds, fixed the welder, and re-welded them all. Another problem that is shared by all the teams is the fact that one of our welders is broken and we won't be getting another one until the end of this week (Oct. 2nd). This has impeded our progress slightly, because all the teams have to share a single welder.

Our team will also begin ordering parts soon from NWTC, because they only have a limited quantity of each part. We have also begun sketching out the dimensions of the floor of the car so we can cut it and weld it on at NWTC.



This is the chassis of the car on September 21.



We have realized that the front axle on the car picture was upside down, and we have fixed it this week in Autocad Inventor. We still need to fix the back and make it compatible with a vertical shaft engine.



Connor and Colin using the band saw to cut a steel tube for the bracing.



These are both pictures of the chassis. Many of the supports are installed and both of the roll bars are up. This is our progress up to October 2.