Cardboard Boat

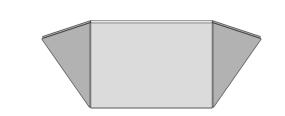
Config 1

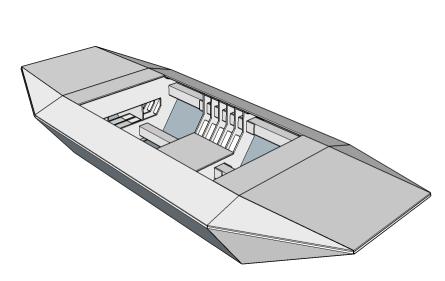
Design

- Cage and skin structure
- Internal cage for longitudinal load distribution
 - Keeps hull skin from having to carry longitudinal bending moment and out-of-plane shear (boat won't fold up when wet)
 - Beams can be isolated from water (wrap in strapping tape)
 - Modular bay structure carries full load of 1 pax (175 lbs)
 - Add bays to add pax
- Single piece skin folded to correct shape and strapped around cage (strapping tape)
 - No hull penetrations, slow to take on water
 - Skin still provides reasonable torsional rigidity when wet
- Config 1 (full scale)
 - Kayak-like configuration
 - Seat depth of 1 in below WL, height of 4 in. above floor
 - Four beams, 2 in. square, glued cardboard lamina, strapping tape
 - 55 deg. sidewall, 35 deg. bow angle, 4 ft. x 33 in. bays

Subscale Test Article

- 46% scale, single bay model
 - Single piece hull skin fits on extra large moving box
- Design load of 18 lbs (buoyant force scales as L^3)
- Structural stress (for a given load) scales as 1/L^2
 - Structural margin @ design load doubles for a half scale model
- "Seat" bulkhead in center for load testing







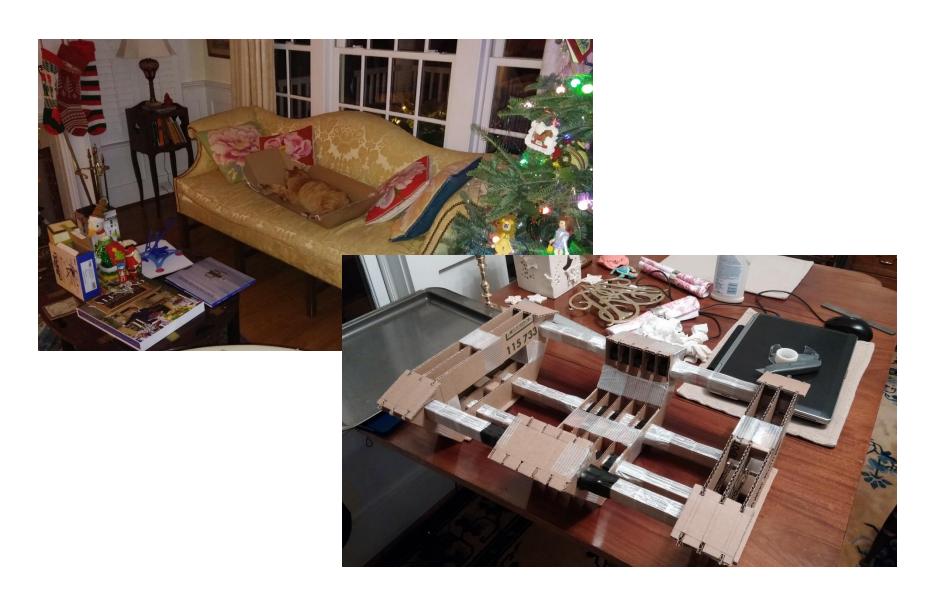










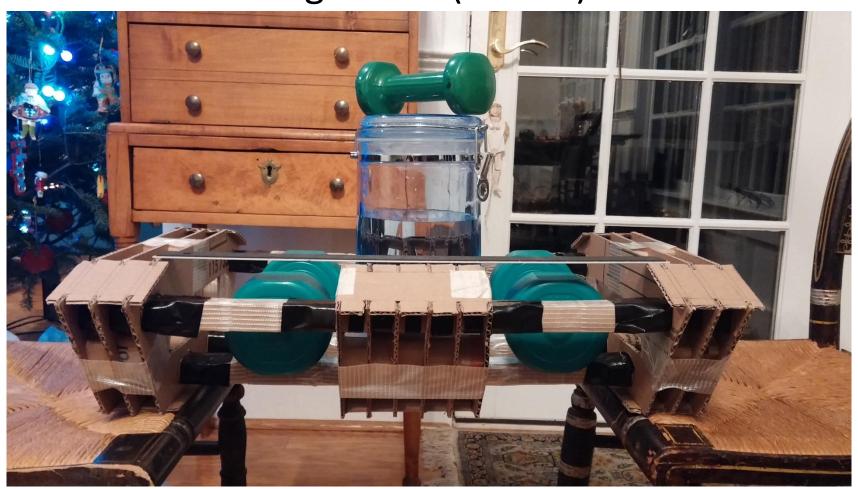






End Supported Load Test

Design Load (18 lbs.)



End Supported Load Test

Design Load (18 lbs.), Stacked



End Supported Load Test

- 1.66x design Load (30 lbs.), Stacked
- Probably could do 3-4x design load
 - Translates to 1.5 to 2x at full scale
 - Should d-test the model to verify...
- Stacked, end supported loading is conservative w.r.t. water loading
- Boat empty weight of 2.5 lbs.





1x design load (18 lbs)





1.66x design load (30 lbs)



- About 5 minutes in water under load
- No noticeable water inside hull
- Waterline close to expected location at 1x design load (18 lbs.)
- Positive lateral stability, but close to neutral (somewhat tippy)
 - Tried to get vertical load distribution correct...
 - Should try to quantify kayak metacenter location and match it...
- 1.66x design load tested without a problem

