The Competition:

The school name and team number must be clearly marked on all rockets and paraphernalia.

6. The school name and team number must be clearly marked on all rockets and paraphernalia.

5. Parts of the rocket may separate during flight, but they must remain attached together.

4. The bottle is not allowed.

3. The bottle is not allowed.

2. This is a water rocket. Rocks, scree, and other items may be added to the outside of the bottle to increase the volume (not including the bottle's opening).

1. The rocket must be made from a 2-liter soda/pop bottle used to hold water and air pressure.

Construction:

Approximate Time: 10 minutes

Number of Participants: 1-3

Time will win. More rockets propelled by air pressure and water. The rocket that stays aloft for the longest time will win.

Prior to the tournament, competitors use 2-liter plastic soda/pop bottles to build one or
before each flight and may make alterations or repairs to rockets between launches. Outside assistance/coaching from the sidelines is not permitted.

3. The judges will pressurize the rocket to 75 psi and launch it. Anyone within 10 meters of a pressurized rocket must wear eye protection. Contestants may not hold their rocket during pressurization. Please do not exceed this pressure when practicing. Only the coaches should pressurize the rocket.

4. Once a rocket has been pressurized it must be launched. In case of high winds, the supervisors will launch the rocket as quickly as possible. It will be the supervisors' decision whether the flight should be considered as unofficial due to the weather conditions.

Scoring:

1. Judges will measure and record the time aloft for each flight. Time starts when the rocket is launched and stops when any part of the rocket touches the ground, or any object in contact with the ground. (e.g. tree, building). Teams will be scored using only the flight that will produce the better score/rank.

2. Flights of rockets whose parts do not remain attached together during the entire flight, or that cannot be changed to meet the construction requirements, will be ranked, by their time aloft, behind all flights of rocket's without construction violations and whose parts remain attached.

3. Teams whose rockets cannot be launched for any reason will receive participation points only.

4. The longest time aloft wins. Ties will be broken using the team's lesser flight times. Teams with two flights will win ties over teams with only one flight.