

Syracuse Rocket Club

June 16, 2018

1/8A Glider Duration

1. The contestant whose glider achieves the longest duration for a single flight is the winner. Duration is timed from the time of rocket liftoff to the time that the glider touches the ground or goes out of sight of the timers.
2. Contestants may fly Boost Gliders (gliders that separate from the booster rocket) or rocket gliders (rockets that remain in one piece, but convert from boost mode to glide mode during the flight). Boost Gliders must recover the rocket motor as a part of the booster with a recovery device. Models designed to eject the rocket motor are not allowed.
3. Up to two official flights may be flown by each contestant.
4. The glider portion of the model must be returned to the judges for the flight to qualify.
5. Motor impulse may not exceed a single MicroMaxx motor.

A-Impulse Parachute Spot Landing

1. The winner will be the contestant whose rocket lands closest to a target point on the ground set by the contest officials. This will be measured as the distance between the tip of the nose cone (or motor nozzle if the model has no nose cone) and the target point.
2. The entire rocket must return to the ground safely with all parts connected together using a parachute as its sole recovery system. The parachute does not need to fully inflate in order for a flight to be qualified, but it must come out of the rocket body and cannot be deliberately packed in such a way that it cannot inflate.
3. Up to two official flights may be flown by each contestant. The contestant's score will be the best single score from one of the two flights.
4. Different model rockets may be used for each qualification flight.
5. A flight must be declared as a contest flight before the flight begins by so indicating on the flight card.
6. The motor used must be an A or higher impulse motor.