

## ROCK-IT-UP

### RULES AND GUIDELINES

- Each team should be consisting of 2-3 students.
- All competitors should make their own water rockets and launch them at the designated places.
- Each team should make 2 rockets, one as the main rocket and the other as a back-up.
- The competitors are encouraged to be creative in designing nose cones and fins of their water rockets.
- Each team will be given opportunities to conduct 2 launches.
- If the impact point is outside the dedicated zone no point will be awarded.
- At the time of launch, each competitor may adjust the volume of water, air pressure, launch angle and launch direction. There is no limit on water volume but air pressure must not exceed 80 psi (5.516 bar).
- Each competitor will be given an opportunity to conduct a few test launches prior to the competition.

### ROUNDS:

- ROUND 1:The rocket needs to be launched into the air with the aim being to reach the longest possible distance
- ROUND 2:The rocket is to be launched with the aim being to hit a particular target. The closer the rocket is to the target the better.

### JUDGING CRITERIA:

Judging will be based solely on points basis. The team with the most points at the end of ROUND 2 walks away with the prize.

#### •ROUND1

Points are awarded based on the distance travelled by the rocket. 1 point is awarded for every 1 meter covered by the rocket (so 100m = 100.00 points)

#### •ROUND2

Points are awarded based on the distance on the rocket's landing position to

the target. 1 point is awarded for every 1 meter away near the target (so 20m near = 20.00 points)

Total points are found out by ADDING points of ROUND1 AND ROUND2 (Total points = Round1 points + Round 2points)

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