

Rocketry Club Bylaws

Affiliated with Team America Rocketry Challenge (TARC)

Article I – Name and Purpose

Section 1 – Name:

The organization shall be known as the Rocketry Club.

Section 2 – Purpose:

- Design, build, and launch rockets in accordance with Team America Rocketry Challenge (TARC) competition guidelines.
- Develop members' skills in engineering, design, programming, documentation, testing, and analysis.
- Promote teamwork, problem-solving, and innovation through competitive aerospace challenges.

Article II – Membership

Section 1 – Eligibility:

Membership is open to all students enrolled in the school who are interested in rocket design, aerospace engineering, and competition.

Section 2 – Member Expectations:

- Actively participate in meetings, work sessions, and competitions.
- Follow safety protocols during construction and launches.
- Collaborate respectfully with other members and teams.
- Obtain approval from the Captain or Vice Captain for the rocket's design and readiness before any launch.

Section 3 – Teams:

- Members may form teams of 3 to 10 members for the in-school qualification process.
- All teams will compete in the in-school qualification launches.
- The top two teams from the in-school competition will be designated as:
 - Varsity Team – 1st place team.
 - Junior Varsity (JV) Team – 2nd place team.
- If either Varsity or JV has fewer than three members, they must select enough members from the general club to bring the team to at least three members.
- All other members who are not on Varsity or JV may serve as Unofficial Support Members for either team.

Article III – Leadership Structure

Section 1 – Club Officers:

- Captain – Oversees all club operations and competition activities.
- Vice Captain – Supports the Captain and assists in all duties.

Section 2 – Team Leads:

- Documentation Lead – Responsible for competition notebooks, reports, and records.
- Design & Fabrication Lead – Oversees CAD, manufacturing, and assembly of rockets.
- Simulation & Testing Lead – Oversees performance simulations, testing, and analysis.
- Programming Lead – Responsible for avionics, flight computers, and coding (if the team requires this role).

The Captain and Vice Captain will appoint these leads for each team from among the team members.

Team Leads serve only for the duration of that TARC season and are re-appointed each season after the in-school qualification process.

Article IV – Terms and Vacancies

Section 1 – Term Length:

- Captain and Vice Captain remain in their positions until they step down or graduate.
- Team Leads serve for the current TARC season only.

Section 2 – Vacancies:

- If the Captain steps down, the Vice Captain becomes Captain and appoints a new Vice Captain.
- If the Vice Captain steps down, the Captain appoints a new Vice Captain.
- If both the Captain and Vice Captain are stepping down at the same time, they must agree together on who will be the next Captain and Vice Captain before leaving their positions.
- If a Team Lead steps down or graduates mid-season, the Captain and Vice Captain will appoint a replacement from within the general club.

Article V – Meetings

Section 1 – Regular Meetings:

The club will meet at least once per week during the competition season.

Section 2 – Special Meetings:

The Captain or Vice Captain may call additional meetings as needed.

Article VI – Competitions

Section 1 – In-School Qualification:

- All teams compete to determine Varsity and JV placement.
- Teams are evaluated based on flight performance, accuracy to mission requirements, and design quality.
- No rocket may be launched without prior approval from the Captain or Vice Captain confirming that it meets safety and competition requirements.

Section 2 – TARC Competitions:

- Varsity and JV will represent the school at official TARC launches and regional competitions.
- The highest-placing team at regionals will advance to nationals.

Article VII – Amendments and Advisor Authority

Amendments to these bylaws may be made at any time if both the Captain and Vice Captain agree on the change.

The Club Advisor has the authority to:

- Propose amendments at any time.
- Approve, modify, or veto any amendments or existing rules.