* **Launch Window:** 3rd week in June Albuquerque New Mexico
* Prior December 16th, progress report due to Aerospace Club
* Full Scale Deliverable: April, 2nd launch in may
* November 18th, should receive CAD model for 3U integration into full scale rocket.

**Full Scale Testing Dates:**

**To Do**

* Read documentation files (GitHub Resources)
* Can be found here:
  + https://github.com/CougsInSpace/Spaceport-America-Cup/tree/Team-Modifications/Resources/Regulations

**Things to Know**

* 1000±100 ft to win
* Motor is built to overshoot 10k ft and airbrake to slow down to 10k feet as close as possible.
* Payload is 8.8lbs or more
  + Up to 25% can be boiler mass (dead weight)
* Rocket should be able to fly without payload
* Graded on ease of payload insertion
* Payload cannot influence rocket flight
  + Can’t affect the rocket at all (e.g. flight path, velocity, etc.)
* Cannot have live animals
* Radioactive materials must be pre-approved
* Payload must be finished by 2 weeks prior to
* If payload is deployed, it must have its own decent and recovery system
  + Under 30ft/s before 1500ft AGL
  + Plus, other regulations surrounding decent and recovery system
* We are launching around WSMR, if rocket lands in WSMR we cannot recover it
* Can’t fly a bomb lol
* No significant quantities of lead allowed.
* Spaceport uses all imperial measurements so have imperial values ready for judges.
* At launch: 11g’s
* Plan for 3 hours in 110°F+ degrees sitting on a launch pad
  + Internal temp of 250°F
* Look into survivability at impact
  + Max v at impact?
* Redundant Electronics, 2 systems
  + 1 COTS
  + 1 Homemade
* Dimensions
  + 123” long
  + 4” base
  + 6” payload

**Ideas for Payload**

* Atmospheric measurements
* Comms systems to test CS1 Comms systems
* Sounding Rocket.org
* Herox.org