**ROBOTECH’21**

**WATER ROCKET**

**Event Code Of Conduct**

* Rockets that cause deliberate interference with other rocket or damage to the field will be disqualified.
* Humans that cause deliberate interference with rocket or damage to the field will be disqualified.
* It is expected that the aim of all teams is to play a fair and clean game.
* Construction of Rocket:
* Any building material can be used, as long as the rocket fits the given specification and if the design and construction are primarily the original work of the team.
* The rocket will be launched at an angle of 90 degrees (approx.) containing 355 ml of water (approx.) at 70 psi of air pressure.
* The Air time of the rocket will be measured using a stopwatch. Launch angle will be kept same for all rockets launched at the competition.
* The pressure vessel must be:
* Clear plastic
* Maximum capacity 2-liter size bottle (i.e., no colored/tinted bottles allowed for the pressure vessel).
* The rocket must only have water propulsion no other propellant can be used.
* Metal, glass, hard plastic, rocks, Styrofoam, or spikes cannot be used to construct the rocket. Use of these materials will automatically disqualify the team from the competition.
* Team with maximum Air time will be nominated as the winner of the competition.
* Rocket must be clear of any sort of coverings till 7.6 cm approx. from the throat of the rocket.
* The maximum allowed total height of the rocket is 76.0 cm.
* The width/diameter including fins of the rocket must not exceed 30 cm.
* The mouth of the pressurized bottle must fit over a half-inch schedule 40 PVC pipe.
* The use of parachute is NOT allowed.
* Construction:

Any robot kit or building material may be used, as long as the robot fits the above specifications and as long as the design and construction are primarily the original work of the team.

* GAME PLAY
* Air time:

Referee will start the stop watch at the launch of rocket and stops it when the rocket touches the ground. Time taken between the launch and landing will be the official hang time of the rocket.

* Pre-Gameplay:
* At the competition start, each entry must pass a visual inspection before the competition commences.
* Entries that fail inspection will be given ONE opportunity to make modifications to pass inspection prior to the beginning of the water rocket launching competition.
* Teams are supposed to be at their inspection table 5 minutes before their game starts. To be at the inspection table does not count in favor of this time limit.
* If a team does not report within 5 minutes of the game start, will be disqualified.
* Competition Rounds:
* Maximum time allotted (Game time) for a team to setup and launch the rocket is 10mins.Failing to which will result in the disqualification of the team.
* Only the team leader will be allowed to handle the rocket launcher during the gameplay.
* Each team will get three chance to launch the rocket and achieve the maximum Air time.
* Referees will record the Air time of the rocket for each attempt, maximum Air time will be chosen from all the attempt and will be declared as the official Air time of the rocket.
* The game clock will run for the duration of 10 minutes without stopping.
* Rocket with the maximum Air time will be nominated as the winner.
* Decision of the referee will be final and abiding, any misconduct observed by the referee may lead to disqualification of the team
* Participants who misbehave may be asked to leave the competition area and risk being disqualified from the contest.
* The rules will be enforced at the discretion of the referees, officials, and local law enforcement authorities.