



General Rules:

- A team may consist of at most 4 participants.
- Participants must bring college IDs.
- A Team can have members from different colleges.
- Launcher of the water rocket may be brought by the team itself.
- Rocket must be launched from a stationary position on a fixed launcher. (Slingshots, trebuchets, catapults, cannons, and all other forms of launcher-boost assists are forbidden). In other words, the internal pressure of the rocket must be the only source of energy for the rocket.
- Coordinators and event head's decisions will be final.
- Cheating / misbehaving with other participants or coordinators during gameplay may lead to disqualification.
- Event is subject to cancellation IN CASE of less participation (registered participants will be notified and refunded in case of cancellation).





Problem Statement:

- In this event, participants have to make a ROCKET using plastic soft drink bottles. The rocket travelling the longest distance will be the winner of the event. In the making of the rocket, paper or cardboard can be used for making the fins.

Rocket Specification:

- The rocket's weight should not exceed 2 kg (with water).
- Any metal or wood attachments should not be used while making the rocket.
- In order to build pressure inside the rocket, a hand pump is to be used. No other mechanical pump will be allowed.





Event Details:

Preliminary Round:

- The participants will launch the rocket from a stationary point.
- The launching angle and pressure will be given by the organisers.
- Top ten rockets that travel the longest distance will qualify for the next round. (Number of qualifiers may change).

Final Round:

- Launching angle and pressure will be given by organizers.
- Other parameters will be revealed on the Final Day on spot.

The decisions of the coordinators & event heads will be final.

