

Water Rocketry

Maximum no of participants: 2

Round 1: Range:

- Pressure in the rocket should not exceed 2.77Bar [40 psi].
- Angle is fixed to 60 degree.
- Only one Trial will be given to each team.
- For qualifying to second round, the rocket should cross 30 meter distance from launch position from first launch.
- 1 meter will be considered equivalent to 1 point.
- Points obtained in this round will be considered for final result calculation also.

Round 2: Endurance:

- Pressure in the rocket should not exceed 60 psi.
- Angle should not exceed more than 90 degree.
- 1 second will be considered equivalent to 10 points.
- Each qualified team gets two trials, average of which shall be considered for final result calculation.
- For qualifying to the final round, the rocket should stay at least for 3 seconds in air in its first trail.

Round 3: Arena Conqueror (Bulls eye)

- There are 3 concentric circles from a distance of 55 meter from the launch position.
- The radius of concentric circles and point distribution is mentioned below.
 - ✓ 1st circle of radius = 0.3 meter → 80 points.
 - ✓ 2nd circle of radius = 0.6 meter → 40 points.
 - ✓ 3rd circle of radius = 0.9 meter → 20 points.
- Each qualified team gets two trials, best of which shall be considered for the final result.
- Pressure and Angle is not fixed, it can be change as per participant's wish.
- Teams whose rocket does not hit the arena will not get any points.

General Guidelines:

- Each team can have a Maximum of two registered members. A non-registered member is not allowed to help during the launch.
- Only single stage Rockets are considered and it should not contain multi sections.
- Only 2.25 liter capacity of the PET bottle is allowed.
- Only the water provided by the organizers is to be used.
- The teams should be ready with their launcher and rocket when they are called upon to launch. Organizers will provide launcher, however participants can also bring their own launchers.
- Only 3 minutes will be given for each launch, exceeding which, 10 points will be deducted for every extra minute.
- A 60 degree sector is made on the ground. If the rocket falls off the sector, the team will be disqualified.
- As soon as the launch is made, one of the team members should collect the rocket. We are not responsible for any losses.
- The point where the rocket hits the ground first will be considered for awarding points.

- Only registered rocket and its assembly should be used throughout the event.
- In the Bulls eye round, if the rocket hits on a circumference first, then the inner ring will be considered for awarding points.
- The Final result is taken out by using a formula.
- The judge's decision will be final in all cases.

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