

# SPACE DERBY OFFICIAL RULES

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## **Building**

1. Only basic materials supplied in the Office BSA kit may be used. The hanging device supplied in the kit must be used.
2. The nose cone (propeller assembly) must not be glued in place on the nose of the rocket. A notch or groove should be formed in the tail of the rocket to seat the band holding dowel. The band holding dowel must not be glued in place. (These rules allow band replacement in case of breaks.)
3. The rocket body may be no longer than 7 inches, not including the propeller and fins.
4. There are no restrictions on the weight or design of the rocket. Rockets may be detailed in any way as long as it does not exceed length restrictions, is flight worthy, structurally sound and does not interfere with another rocket during the race. Rockets with wet paint will be disqualified.
5. Scout may use graphite powder between the propeller and the bushing if desired. Other forms of lubrication are prohibited (except the officially lubricated rubber bands).

## **Preflight**

1. Rockets are to be submitted to the registration table. Each rocket will be inspected, registered and assigned a sticker with a spacecraft number.
2. After registration, rockets will be held at the registration table until race time.

## **Racing**

1. Prior to each heat, rocket numbers and lane assignments will be announced. Pilots are to take their rocket from the table and give them to the official winder and then take their position at the finish line. Upon completion of the race, the rockets will be placed back on the registration table.
2. Once the rocket is submitted for entry, no further adjustments can be made except in the case of mechanical failure.
3. The race will be double elimination. A rocket must lose twice before it is eliminated.
4. Any entry that experiences a mechanical failure will be allowed to re-race if it can be repaired during the same heat. Rubber band breakage or jamb during race is NOT a mechanical failure. It will count as a heat loss if it cannot be repaired prior to the beginning of the next heat. All repairs of this type must be done under leader observation to certify its flight worthiness.
5. In the event that all rockets don't reach the end of the track, the one that goes the furthest is declared the winner.
6. All rulings by leadership are FINAL.