Bottle Rocket

Description	Teams will construct two bottle rockets designed to stay aloft (in the air) for the greatest amount of time.
Time Limit	Teams will have 10 minutes to launch their rockets on competition day. Teams will be provided 1 day for research and design and 3 days for building and testing.
Team Size	2 Students
Construction Parameters	➢ Labels must be removed from the bottles. ➢ Only tape may be used to to attach fins and other components to the bottle. ➢ You may not alter the bottle in any way, only add components to it. ➢ The nose of the rocket must be rounded such that if a 2 liter bottle cap is placed at the top of the nose, no portion of the nose touches the inside of the top of the cap. ➢ Rockets may not contain or deploy any type of parachute. ➢ Your design must include either 1. Fins that lift the rocket at least 6 centimeters off the ground (and allow the rocket to stand on the ground without any support). OR 2. Some type of bottle rocket launch stand that lifts the bottle off the ground at least 6 centimeters.
Competition Scoring	➢ Teams are allowed to launch two rockets and use the best time for competition scoring. ➢ Teams will be scored based on how long the rocket is in the air, with the longest time receiving 1st place. ➢ Compeition: 40 Points
Notebook Requirements	➢ Design Notebook: 20 Points
Timeline	Research: Monday, October 24th Building and Testing: Tuesday, October 25th - Thursday, October 27th Competition Date: Friday, October 28th

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