

Water Rocket War Challenge: Official Rule Book

1. Introduction

Participants in the Water Rocket War Challenge create, assemble, and will launch water-rockets in a hands-on competition. The objective is to demonstrate creative design and construction methods in order to fly for the longest duration or the furthest distance. This challenge promotes creativity and practical skills in a fun and competitive setting while testing participants' knowledge of engineering, aerodynamics, and the fundamentals of rocket flight.

2. Objectives of the Challenge

- Encourage innovation in rocket design using water as the propulsion method.
- Provide students with practical experience in rocket construction and aerodynamics.
- Promote an understanding of the physics behind rocket propulsion and flight stability.
- Foster teamwork and problem-solving skills in building high-performing rockets.

3. Competition Format

• Stage 1: Design Submission

- Teams will submit a detailed design of their water rocket, including:
 - Sketches or technical drawings showing the rocket's structure.
 - A description of the materials used.
 - Explanation of the design choices for maximizing flight time or distance.

• Stage 2: Build and Launch

- o Teams will build their rockets according to the submitted designs.
- o Rockets will be launched using water and air pressure as propulsion.
- o Participants will have two attempts to launch their rockets, and the best performance in terms of distance or flight time will be recorded.

4. Eligibility Criteria

- Open to university and high school students.
- Teams must consist of 2-4 members.
- Participants from any academic background are welcome, with an emphasis on engineering, physics, or related fields.



5. Rocket Design Guidelines

- **Material**: The rocket body must primarily be made of lightweight materials such as plastic bottles, but teams are encouraged to use wood or biodegradable materials for fins and stabilizers.
- **Propulsion**: The rockets must be powered by water and air pressure only. No other chemical or mechanical propulsion methods are allowed.
- Launch Mechanism: Teams may bring their own launching apparatus (e.g., pump, tube, etc.) or choose to use the one provided at the event
- **Dimensions**: The total length of the rocket should not exceed 1.5 meters.

6. Submission Guidelines

• Design Submission:

- o Maximum of 2 pages detailing the rocket design.
- Must include:
 - Technical drawings or sketches.
 - A description of the design elements aimed at optimizing flight performance.
 - The choice of materials and their impact on aerodynamics.

• Flight Testing:

- Each team will have two chances to launch their rocket.
- The best flight performance, either in terms of maximum distance or flight time, will be counted.
- o The minimum target point of the launch will be 20m.

7. Evaluation Criteria STAN'S LARGEST DIGITA

- Innovation (20%): How unique and creative is the rocket's design?
- Engineering (20%): The effectiveness of the design in improving flight stability and propulsion.
- **Design Presentation (20%)**: The clarity and thoroughness of the design explanation in the initial submission.
- **Flight Performance** (40%): Distance covered or flight time achieved.

8. Timeline

• **Design Submission Deadline**: 11th October 2024

• **Build and Launch Event**: 12th-13th October 2024

• **Award Ceremony**: 13th October 2024



9. Awards and Prizes

- 1. **Awards:** Prizes will be awarded to the top-performing teams. Details on prizes will be announced separately.
- 2. **Recognition:** Winners will be featured on the event's website and may receive certificates or trophies.

All participants will receive participation certificates, and the top designs will be showcased at the event.

10. Rules and Regulations

- All rockets must be constructed according to the provided guidelines.
- Only water and air pressure may be used for propulsion within the pressure range of 20-80 PSI.
- Teams must adhere to safety regulations during the launch process.
- Judges' decisions are final, and any violation of the rules will result in disqualification.

11. Judging Panel

- The judging panel will consist of:
 - o Those with engineering and aerodynamics backgrounds.
 - Scholars and experts from the associated field.
 - o Professionals with prior engineering and design competition experience.

12. Team Registration

- Teams must register through the official online registration portal.
- All team members' names, university or school affiliations, and contact details must be included in the registration form.
- A confirmation email will be sent to registered teams with further information.

13. Contact Information

For any questions or additional information, please contact us at:

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