ROCKET MADNESS CONTEST RULES

Assemble and build a *FliteTest Wonder Glider MKR2*. Build how you want it with using a receiver, servos and battery. Use the number of control surfaces you would like to add. No motor allowed. Glider only.

Attach the glider to an "Estes type" rocket of your choice (doesn't have to be Estes, could be homemade) that will carry a parachute deployment system. Design and **attach the glider to the rocket so it will detach from the rocket after the propulsion stage of lift**. Rocket returns to earth with a parachute (parachute a must). Contestant can adjust the launch pad toward the wind.

Rocket engine not to exceed a class "C" engine. You can use an A, B or C type solid fuel rocket motor only. Single engine, no stages.

The rockets and gliders will be flown one at a time so everyone can enjoy the show and they can be accurately timed. Glide and fly your glider back to the ground trying to stay aloft as long as possible. Land preferably on our field (but not required). Need to see it land on the ground for accurate flight timing.

There will be a $25 entry fee which will include the glider kit the club will purchase. Contestants will need to purchase their own rocket, rocket engines, and radio gear for the glider. We should be able to come up with a launch pad also so we don't have to buy one of those.

Prize winners will be *judged by the group of contestants and all members present* for:

- The best on launch and deployment from rocket ($75 prize), and;

- The longest timed flight in the air starting from launch of the rocket to when the glider touches down on the ground ($75 prize). Rocket air time is not counted.

Flight date of event: Saturday June 3, Weather day Saturday June 10.

Most Important Rule: We all have a fun time with many laughs.