

# Pack 867 Space Derby Rules

21 April 2013

1. Only basic materials supplied in the Official BSA kit may be used for the rocket foundation. Decorative additions may be made. No additions that affect the propulsion of the rocket may be used. The hanging device supplied in the kit must be used. Example adding legos to make it look cool is fine; adding a propellant like a battery and motor is against the rules. The MISSION COMMANDER will have final say.
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 plastic white band holding dowel. The band holding dowel must not be glued in place. (These rules allow race officials to replace broken rubber bands during the race.)
3. **Each rocket will use two rubber bands.**
4. Dimensions:
  - 1.1. Length: Overall length shall not exceed 7 " (This does not include the propeller or fins)
  - 1.2. Width: Overall width shall not exceed 5 " (You need to use the provided 5" propeller) Height: Do not modify the position where the hanger is hooked to the spacecraft.
  - 1.3. Height from the centerline of the hanger to the centerline of the spacecraft (where the propeller & rubber band run through the body) must be maintained for spacecraft to fit in the starting gate
5. 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, is structurally sound and does not interfere with another rocket during the race.
6. Rockets wet with any substance will not be entered into registration or any race.
7. Scouts may use graphite powder between the propeller and the bushing if desired. Other forms of lubrication are prohibited.
8. Each scout must enter a Space Derby rocket that he built in scouting year of their current rank. The scout must not have entered his rocket in a previous Scouting Space Derby.
9. Any entry that experiences a mechanical failure will be allowed to re-race if it can be repaired in 5 minutes or less. GROUND CONTROL Team Members will give a scout and parent the opportunity to make repairs and get his rocket back in the race. The judgment of MISSION COMMANDER regarding the flight worthiness of a rocket after repair shall be final.
10. All rulings by the MISSION COMMANDER are final.