



OUR SECOND EVER SUPERPACK XLVI SPACE DERBY 2011

Friday, 11-11-11 @ 6:11PM Holy Spirit Gym

“The Eagle has landed.”



Neil Armstrong, the 1st man to hike on the Moon, is an Eagle Scout

BUILDING RULES

1. Materials supplied in kit must be used, including wood body, propeller assembly and cone cup (rubber bands not being used)
2. The rocket body may be no longer than 7 inches, not including the propeller and fins. Balsa wood is soft. Try carving with a potato peeler.
3. There are no restrictions on the weight or design of the rocket (cannot interfere with other rockets, max width 8 inches).

RACING FORMAT

- Scouts will be racing against each other in their Den and Pack using a double elimination format.
- Each Scout will race a minimum of two times, once in each lane if possible.

RACING RULES / NOTES

RULE # 1 IS “HAVE FUN ”

- No Rubber Bands—the Craft is propelled forward by a hair dryer blown onto the cone cup attached to the back of the craft.
- The Scout and the Akela work as a team to race the craft down the fishing line. Each Scout must have an Akela Team-mate.
- The Scout holds the hair dryer near the back of the craft and the Akela holds the electric cord following the Scout.
- Must use the hair dryers provided for the race in order to keep the power equal.

From the Earth
... to the Moon

HELPFUL HINTS

- Be sure to mount the propeller because it spins with the blowing hair dryer giving the illusion of forward thrust.
- Make sure the rounded end of the propeller is against the rocket for better spin with less friction.
- Glue the provided cone to the back of the rocket using “Aleene’s original TACKY GLUE.”
- TACKY GLUE holds much better and faster than Elmer’s or other similar glues.
- After gluing, store the rocket pointing upwards (vertically) and adjust so that it is able to stand straight up for display and creativity judging.
- The craft can be a rocket, or jet, or airplane, or anything you want really, as long as it can fly forward while being blown with a cone on the back.
- Be as creative as you can; there are creativity awards as well speed awards.



SCHEDULE OF EVENTS

- 5:00 Setup room (Gym)
- 5:30 Race registration
- 6:11 Practice period
- 6:45 Opening Ceremony
- 7:00 Start racing
- 8:00 Present Awards

SPECIAL AWARDS (as voted by Scouts)

- Fastest Looking (most likely to attain warp speed)
- Most Unusual Design (most likely built by alien)
- Favorite Design (most likely to make it to NASA)

SPEED AWARDS (a dult judges)

- Top 4 Fastest in Pack (1st, 2nd and two 3rd places)



In the spirit of Scouting and good sportsmanship, remember that everyone is a winner as long as we all DO OUR BEST!