

2011 Bottle Rocket Score Sheet (rev. 10/2/10)

School Name _____ Team: V JV1 JV2 JV3

Student Names _____

Rocket 1	Rocket 2
<i>Construction Criteria</i>	<i>Construction Criteria</i>
<input type="checkbox"/> Pressure vessel is a 2-liter plastic carbonated bottle <input type="checkbox"/> No metal parts attached to pressure vessel <input type="checkbox"/> Bottle label presented at inspection (if removed) <input type="checkbox"/> Structural integrity of pressure vessel unaltered <input type="checkbox"/> Rocket has a blunt or round nose <input type="checkbox"/> Only water/air used at launch <input type="checkbox"/> Wearing safety glasses at all times (one warning) <input type="checkbox"/> All parts 5 cm above the level of bottle's opening <input type="checkbox"/> Rocket does not change shape or deploy recovery	<input type="checkbox"/> Pressure vessel is a 2-liter plastic carbonated bottle <input type="checkbox"/> No metal parts attached to pressure vessel <input type="checkbox"/> Bottle label presented at inspection (if removed) <input type="checkbox"/> Structural integrity of pressure vessel unaltered <input type="checkbox"/> Rocket has a blunt or round nose <input type="checkbox"/> Only water/air used at launch <input type="checkbox"/> Wearing safety glasses at all times (one warning) <input type="checkbox"/> All parts 5 cm above the level of bottle's opening <input type="checkbox"/> Rocket does not change shape or deploy recovery
Time Aloft: _____ (Middle Time)	Time Aloft: _____ (Middle Time)
<i>Check One</i>	<i>Check One</i>
<input type="checkbox"/> Tier 1 (No violations) <input type="checkbox"/> Tier 2 (Parts separated during flight/launch) <input type="checkbox"/> Tier 3 (Violation(s) except separated parts)	<input type="checkbox"/> Tier 1 (No violations) <input type="checkbox"/> Tier 2 (Parts separated during flight/launch) <input type="checkbox"/> Tier 3 (Violation(s) except separated parts)

FINAL RANK = _____

DEAR EVENT SUPERVISOR: Please remember to rank all Tier 1 rockets before Tier 2 rockets and all Tier 2 rockets before Tier 3 rockets. Ties are broken by the better score of each tied team's other rocket. In the event of a tie where one team brought a second rocket and the other team did not then the team that brought a second rocket wins the tiebreaker. Do not allow teams with unsafe rockets to launch.