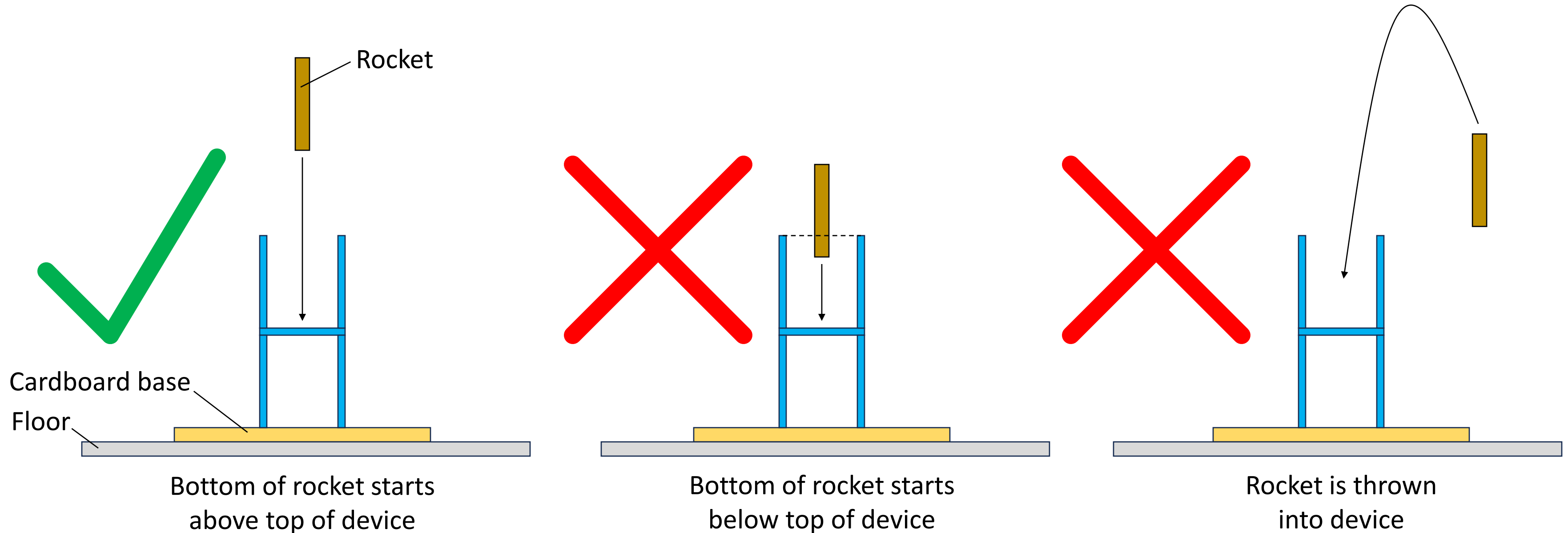
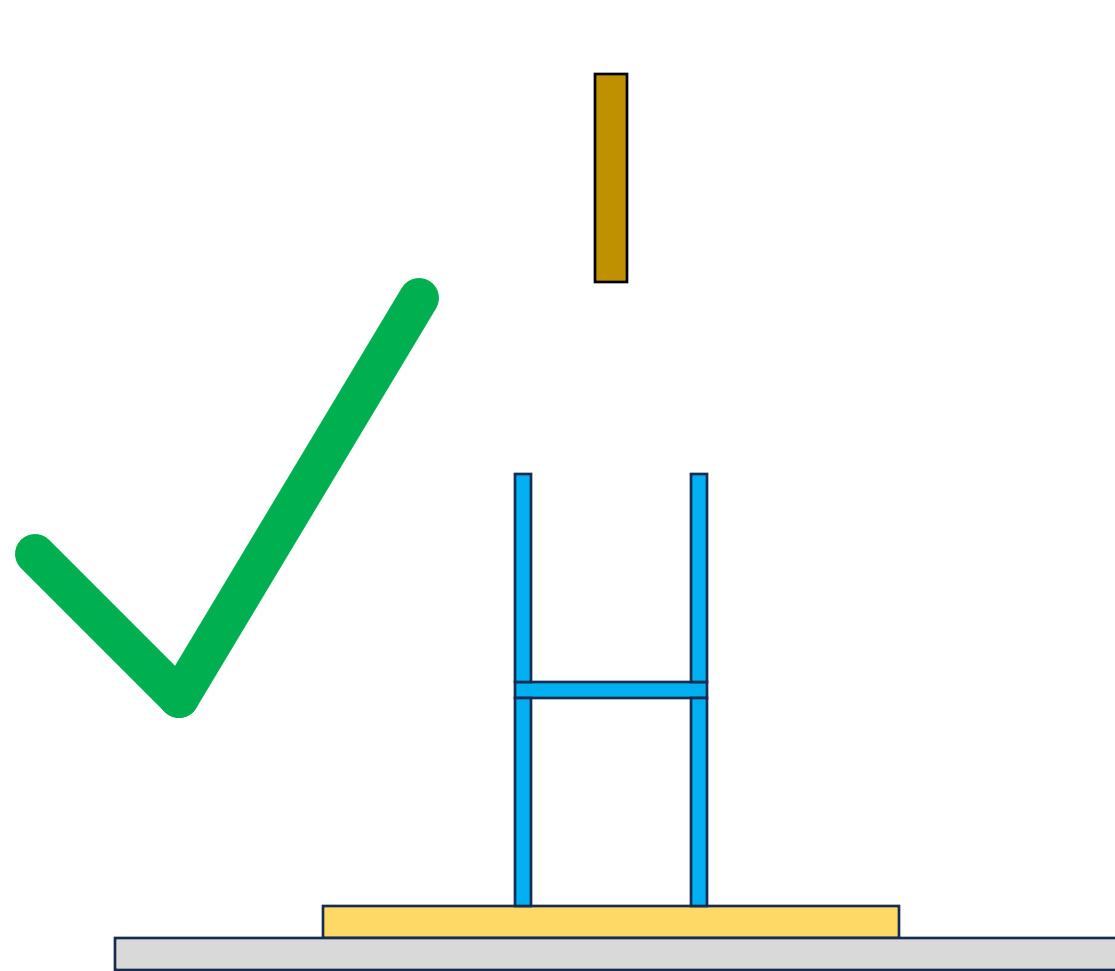


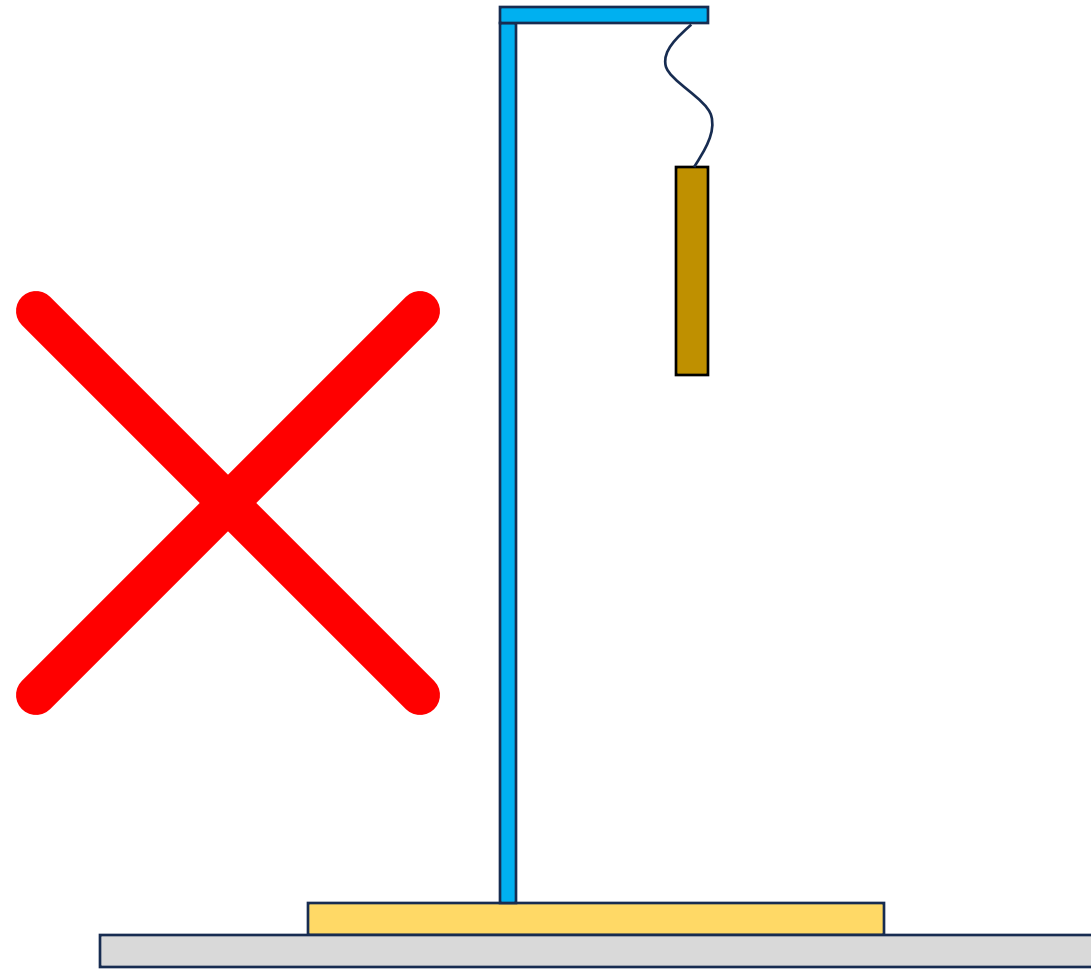
Rule #1: The rocket must start above the rocket-catching device and be dropped into/onto the device. It cannot be thrown or launched upward.



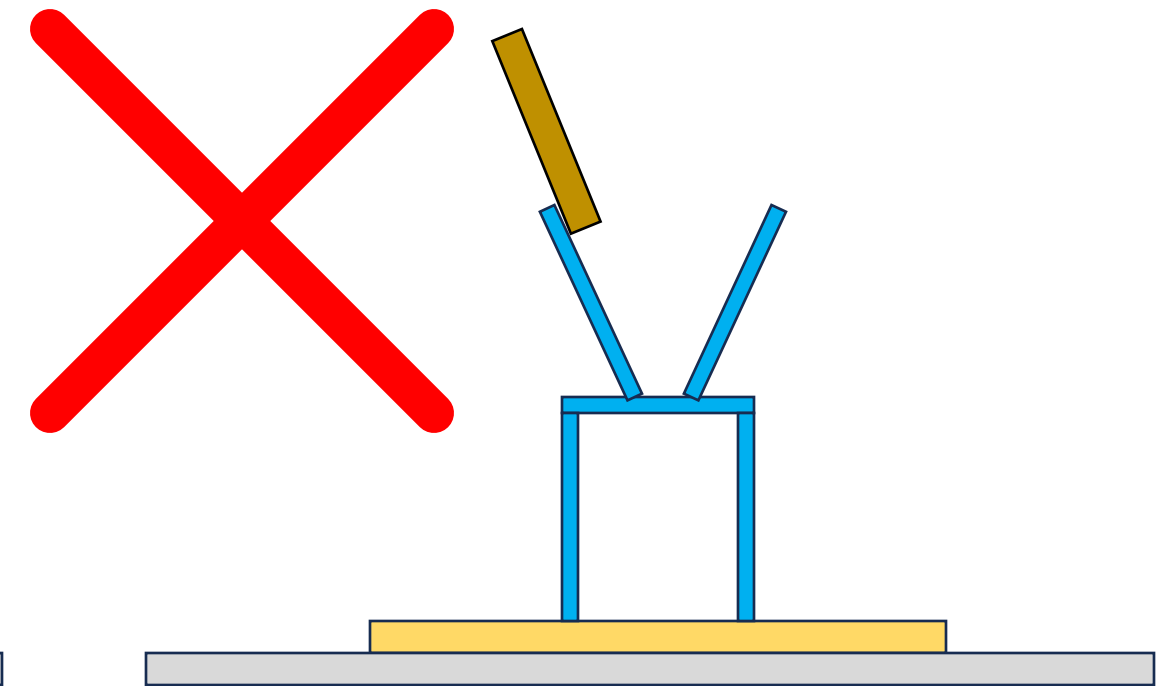
Rule #2: The rocket and the rocket-catching device must be separate. They cannot be touching or attached to each other at the start.



Rocket and device
are separate

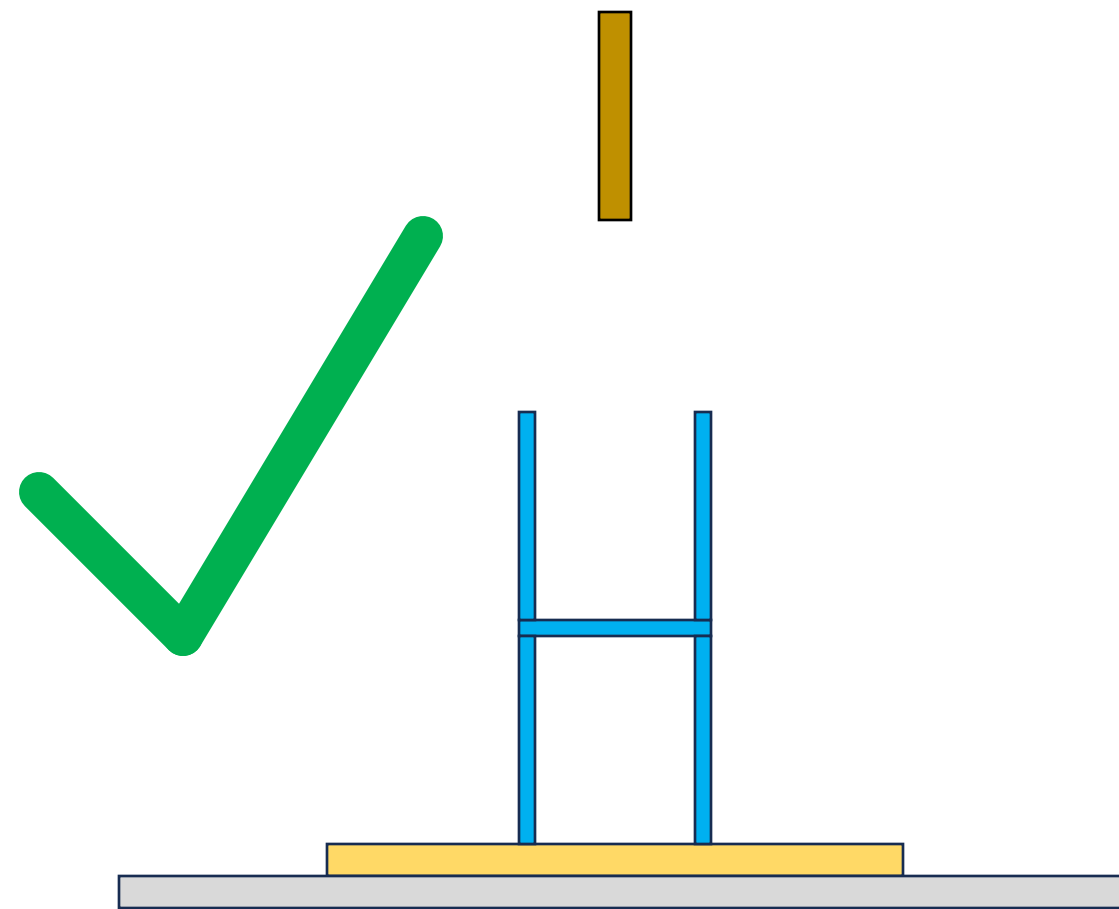


Rocket is attached to device
with a piece of string

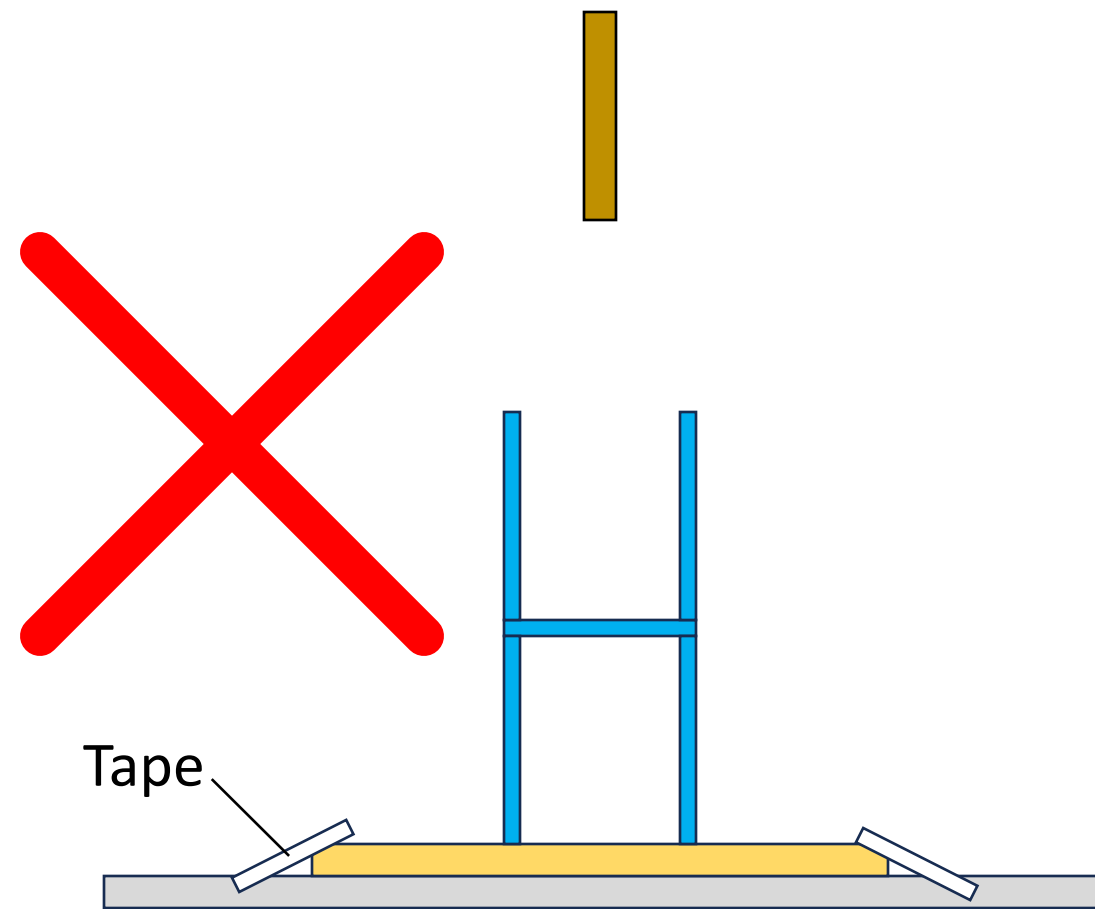


Rocket is touching
device at the start

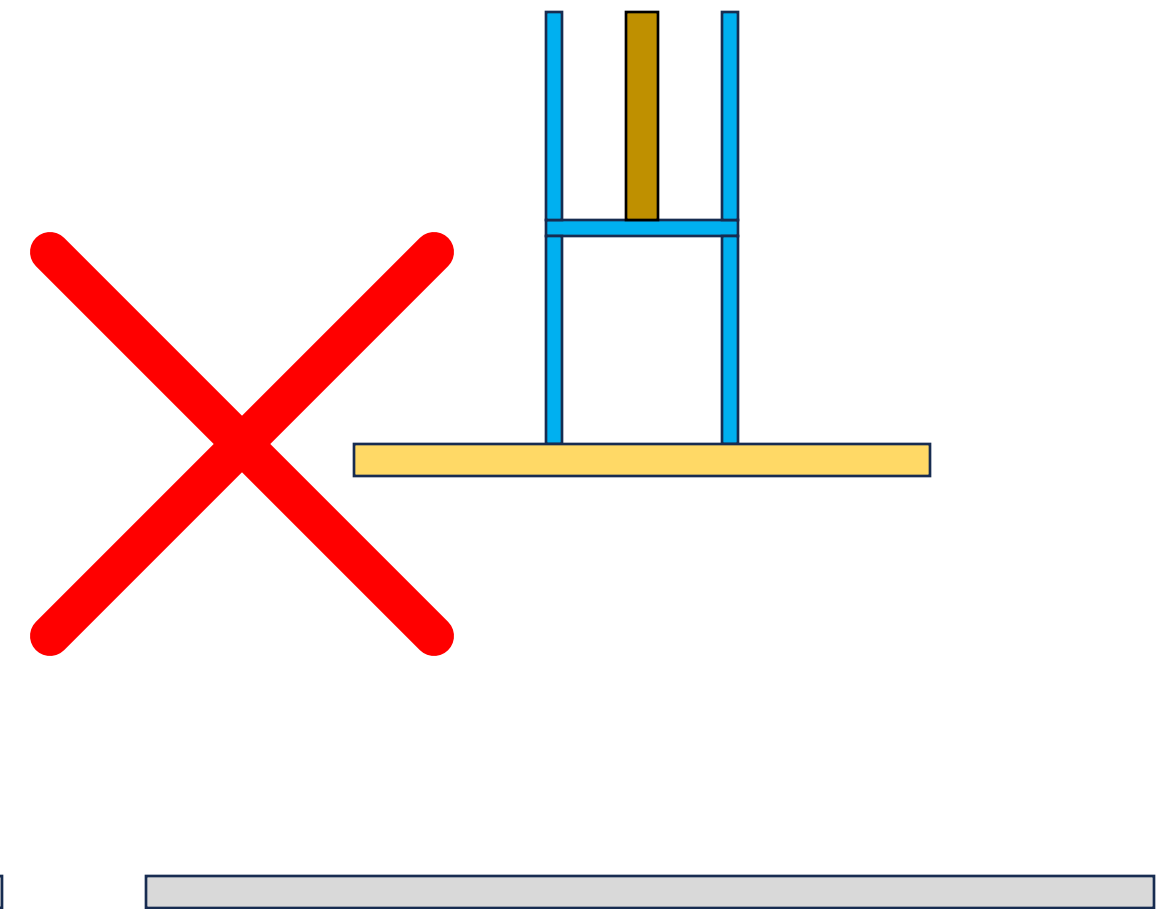
Rule #3: The rocket-catching device must be freestanding on the ground or floor. It cannot be attached to the ground or floor or to any other supporting object or surface, such as a wall or furniture. It cannot start in the air with the rocket.



Device rests on the floor

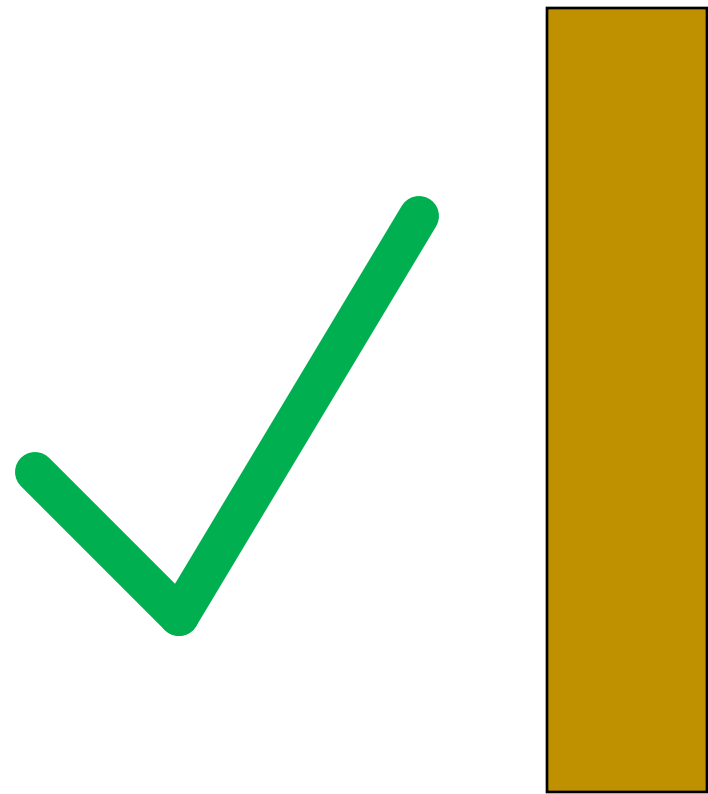


Device is taped to the floor

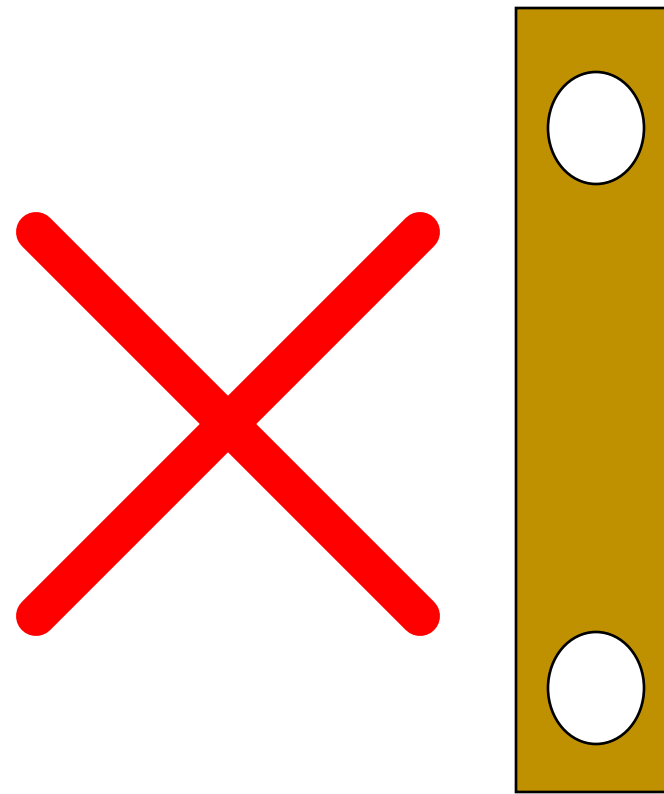


Device starts in the air
with the rocket

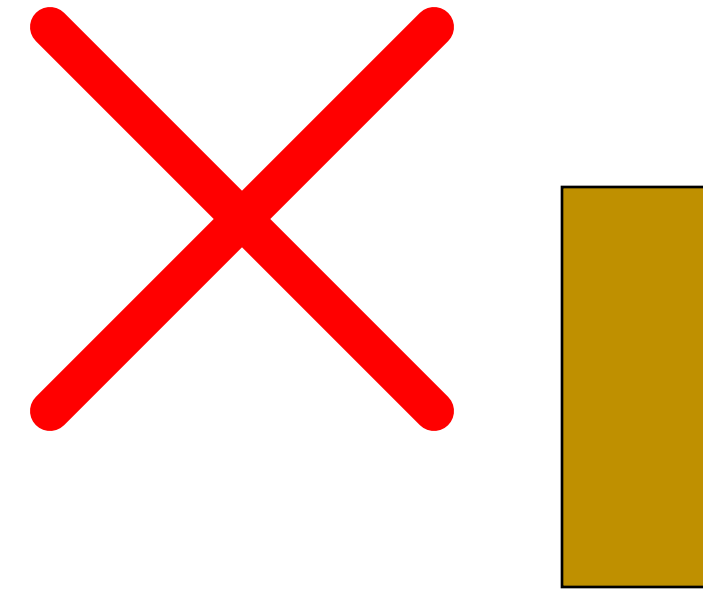
Rule #4: You may not remove material from the standard rocket body.



No material removed
from rocket body



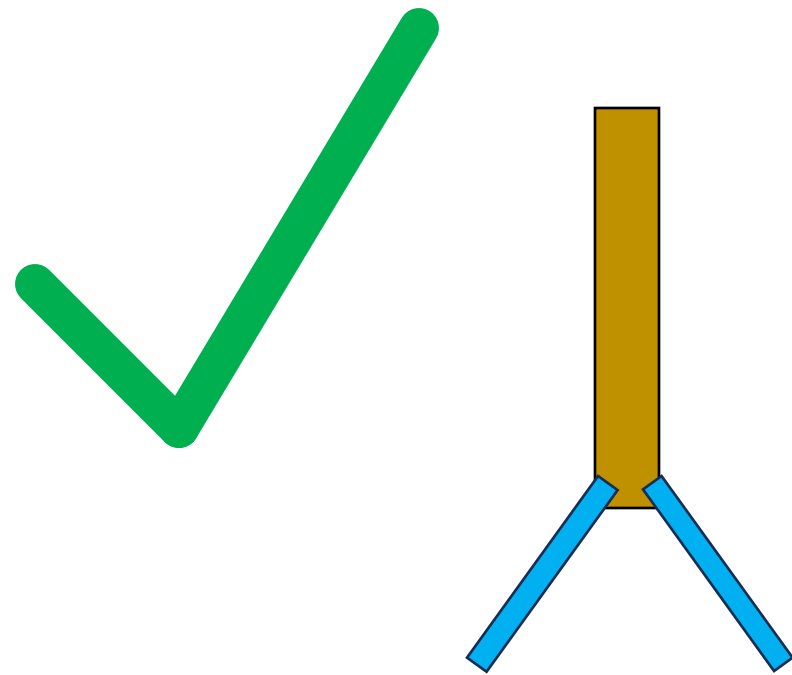
Holes cut in rocket body



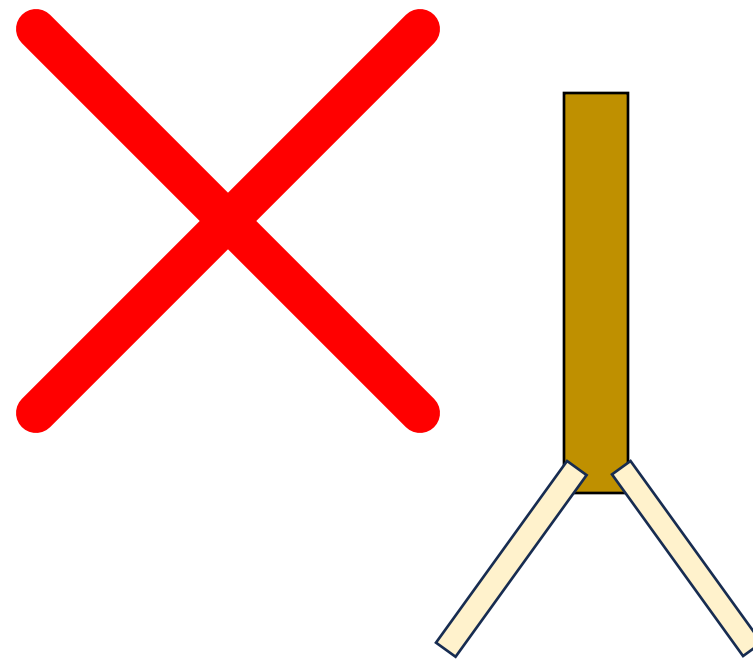
Rocket body cut in half

Rule #5: You may attach materials (from the approved list) to the rocket body.

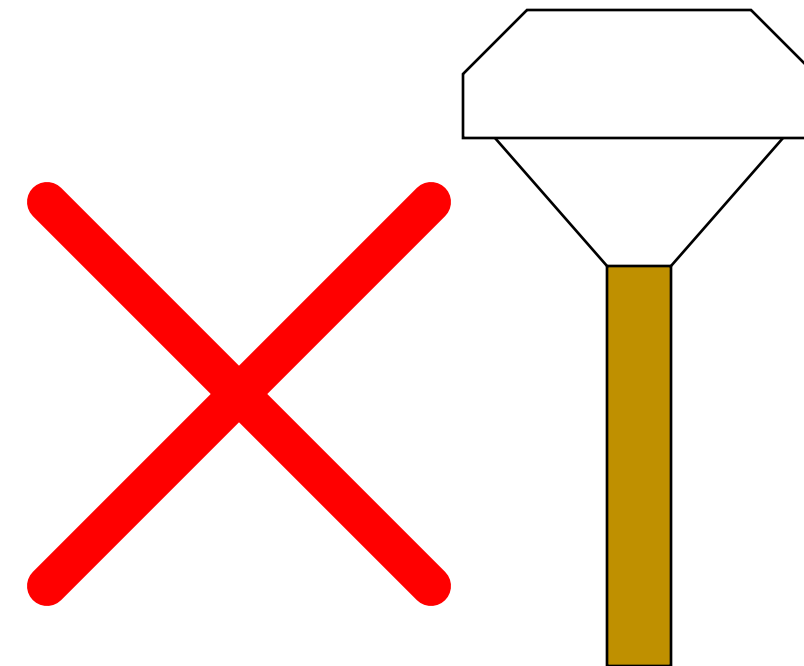
- Anything that is attached to the rocket body counts as part of the rocket and must follow all of the other rules.
- Any materials you use to modify the rocket body count toward your total materials cost.



Paper landing gear attached to rocket body with tape

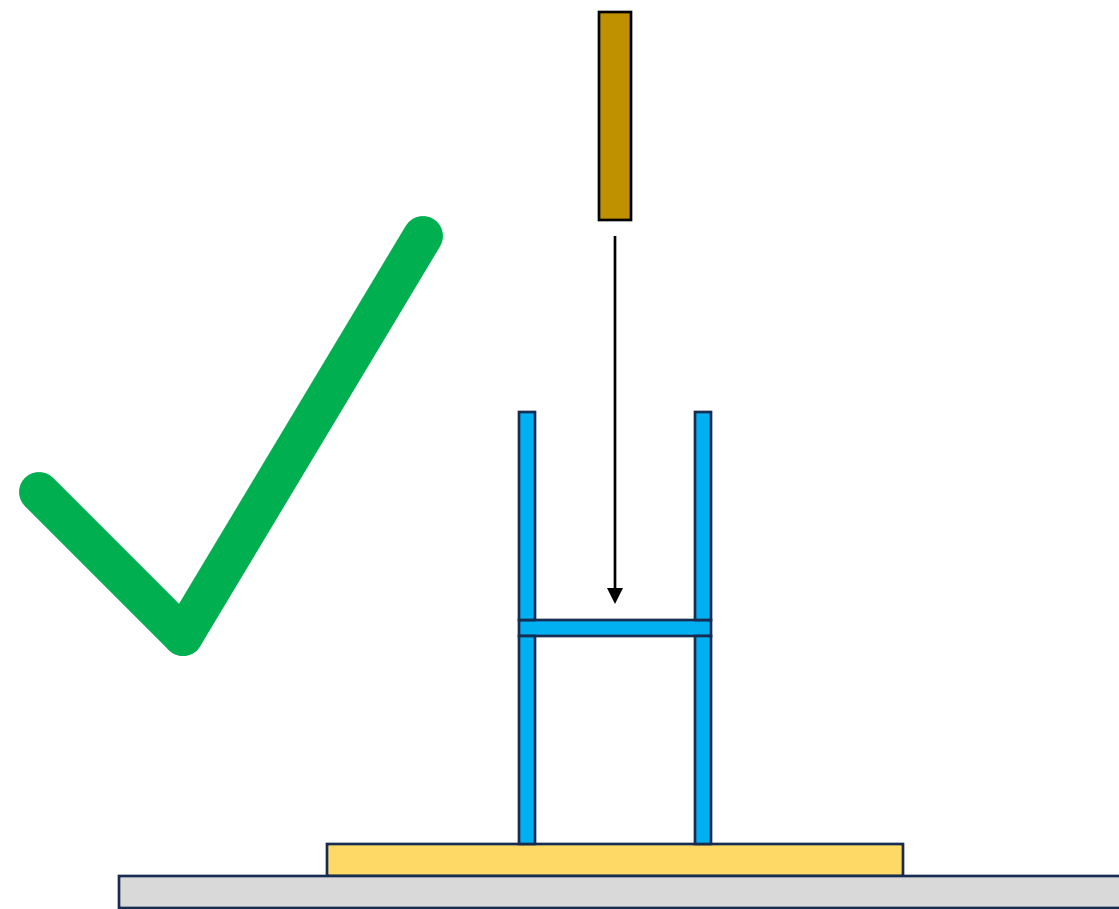


Popsicle stick landing gear attached to rocket body with glue

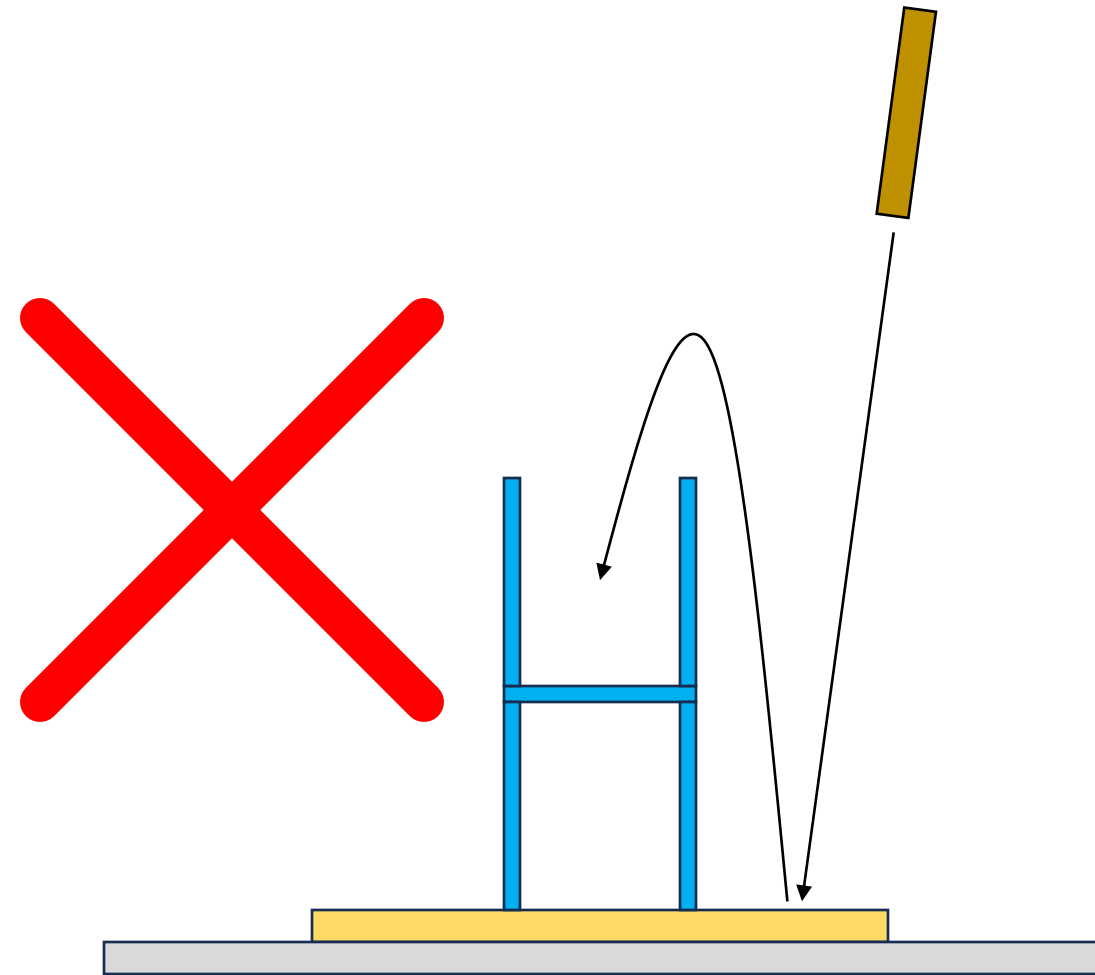


Plastic bag parachute attached to rocket body with string

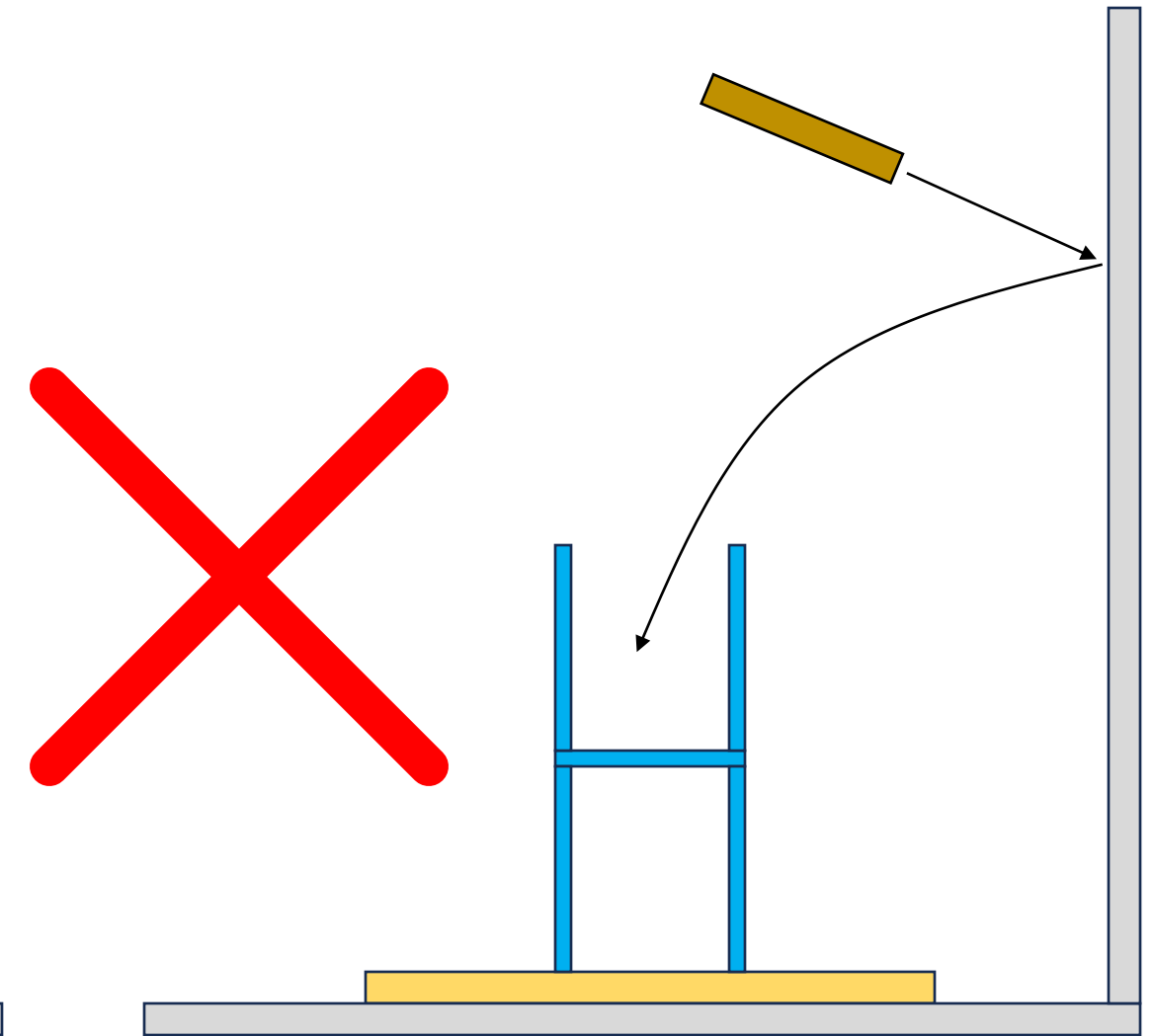
Rule #6: No part of the rocket may touch the ground or any other objects (walls, furniture, etc.) during a test.



Rocket falls directly into device
without touching anything else

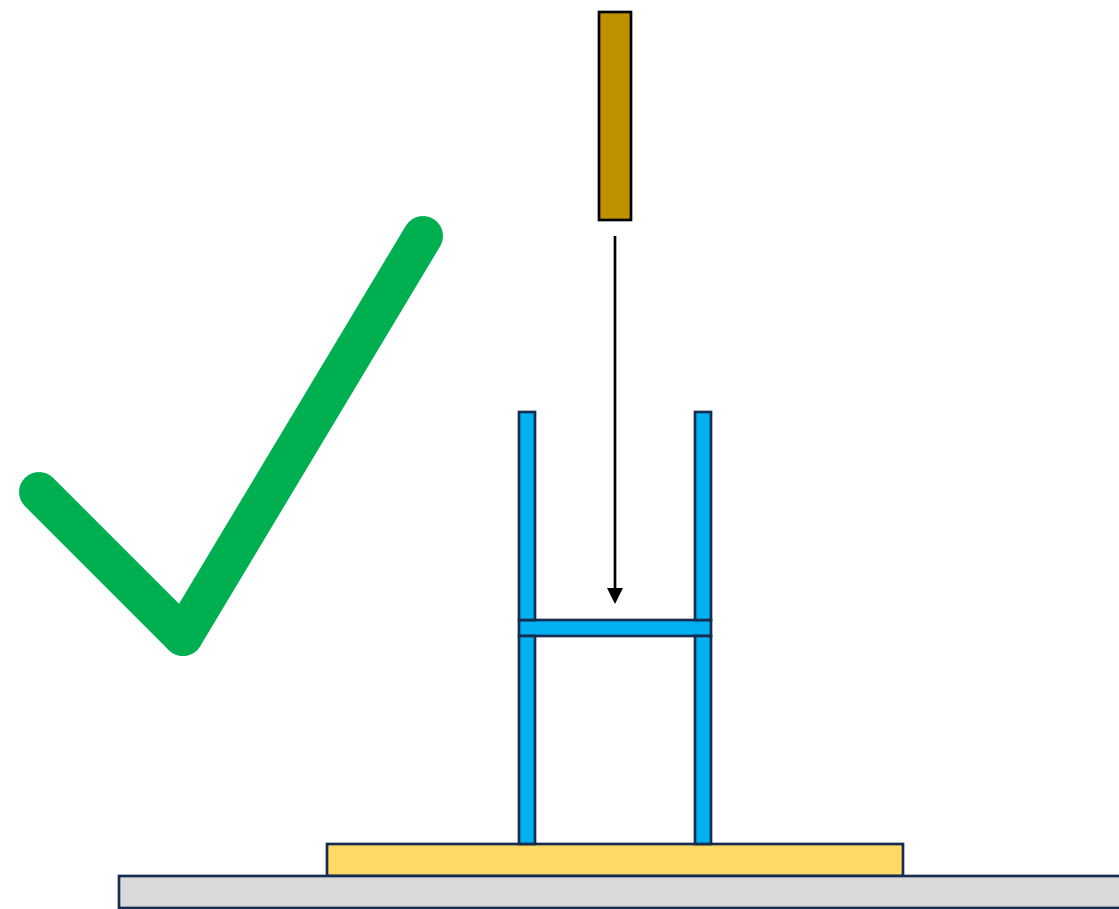


Rocket bounces off floor
and into device

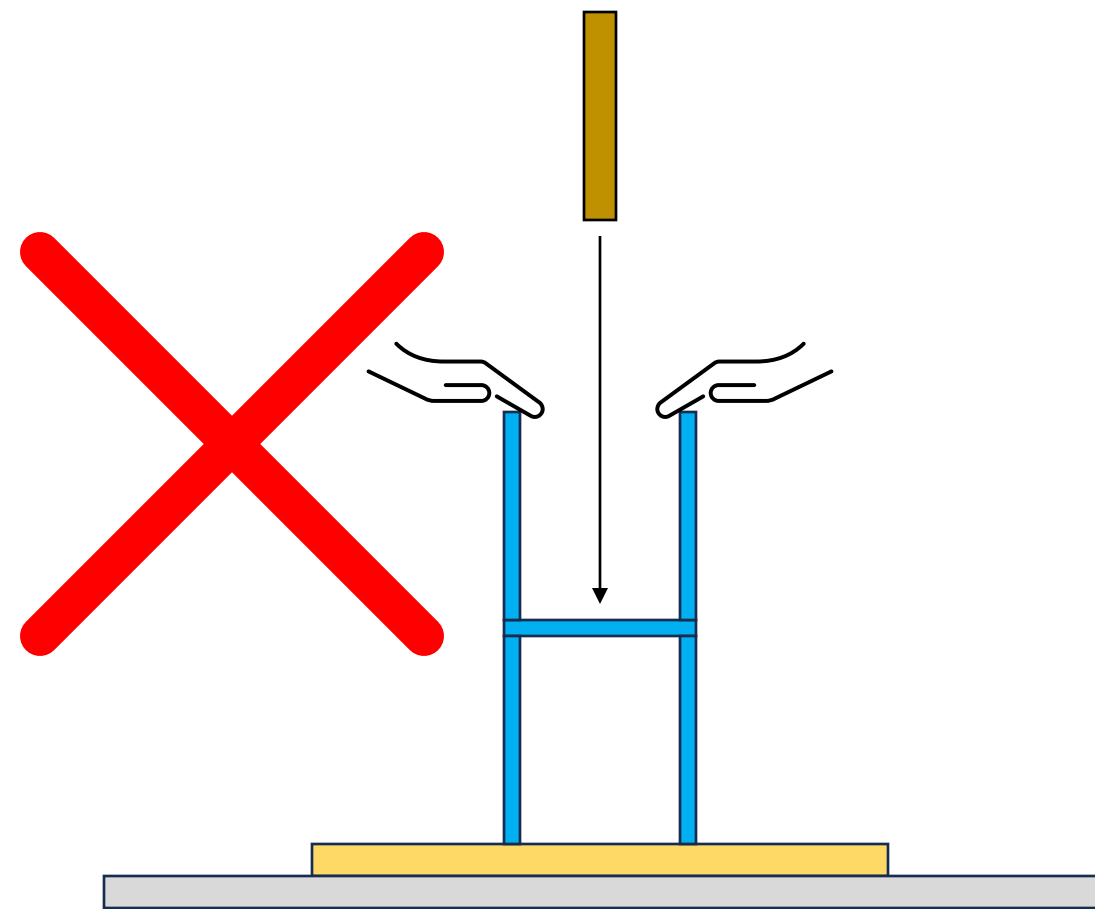


Rocket bounces off
wall and into device

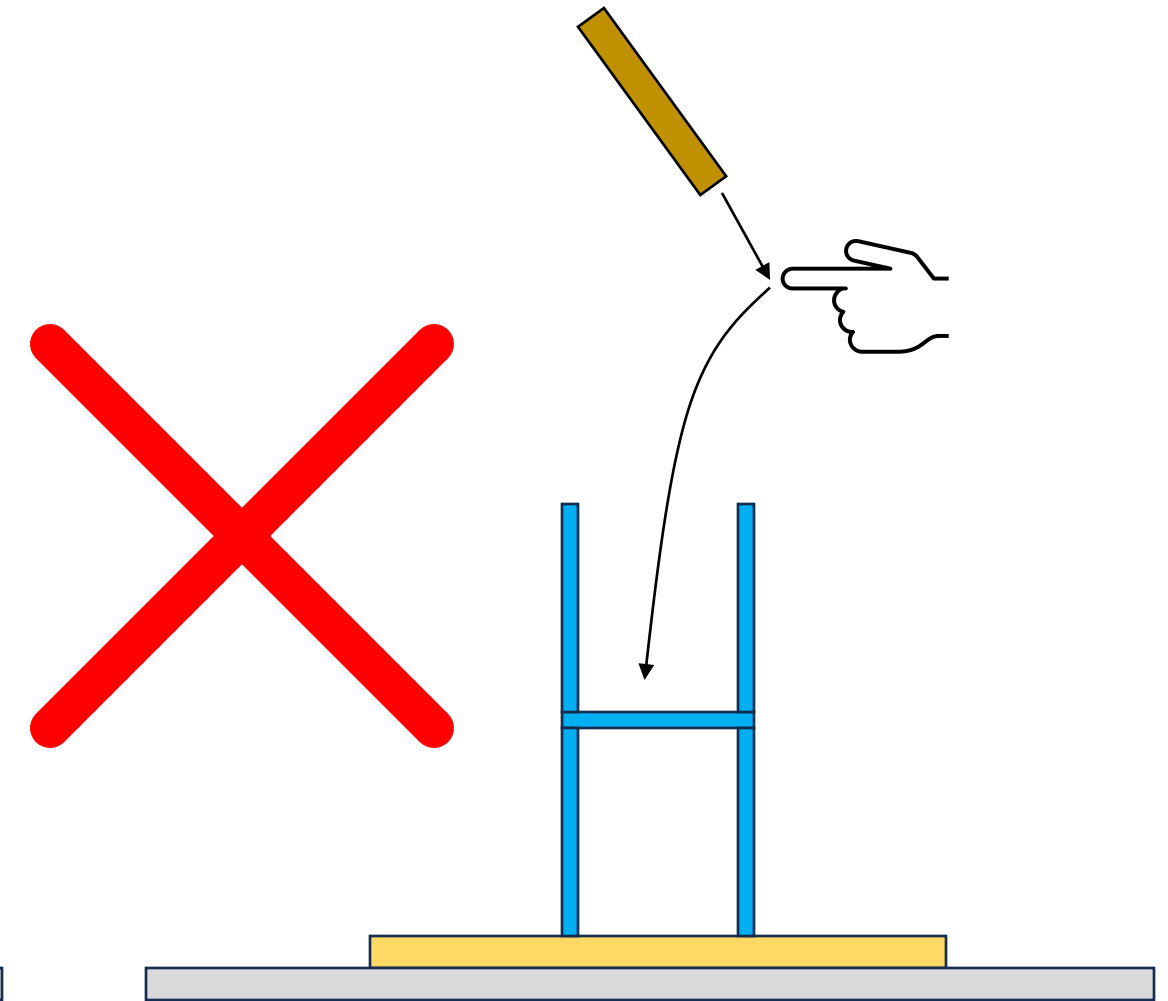
Rule #7: Your rocket-catching device must catch the rocket on its own. After the rocket has been dropped, nobody can touch the rocket or the rocket-catching device, or somehow assist the device in catching the rocket.



The device catches the rocket on its own

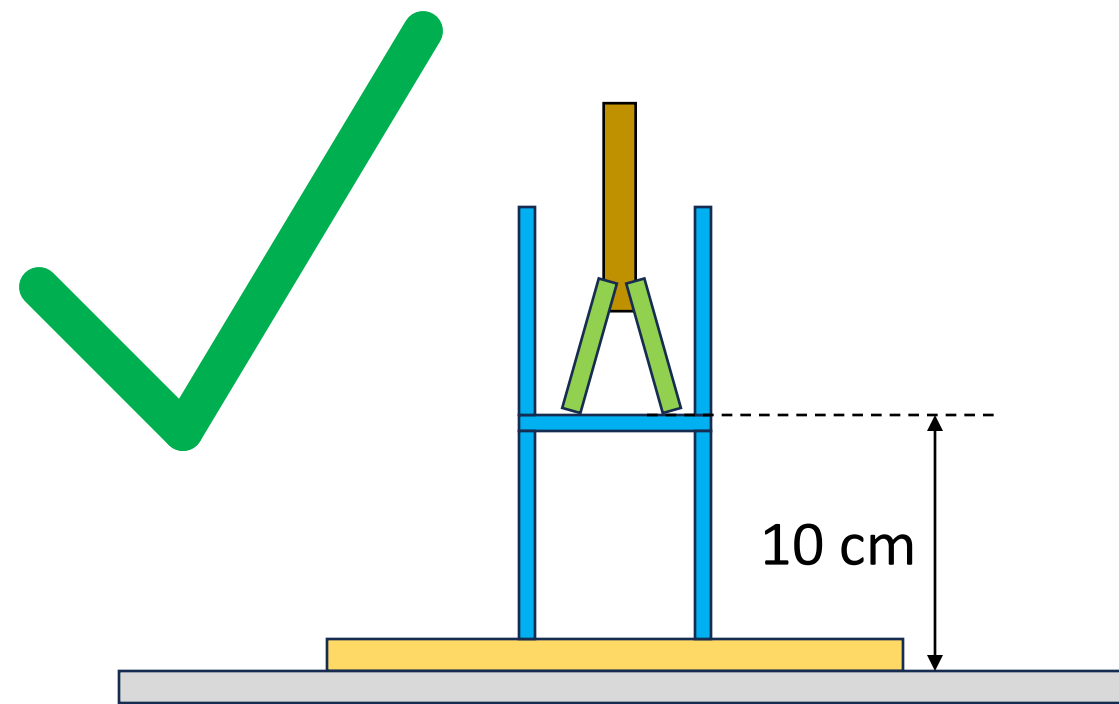


Someone holds onto the device to stabilize it

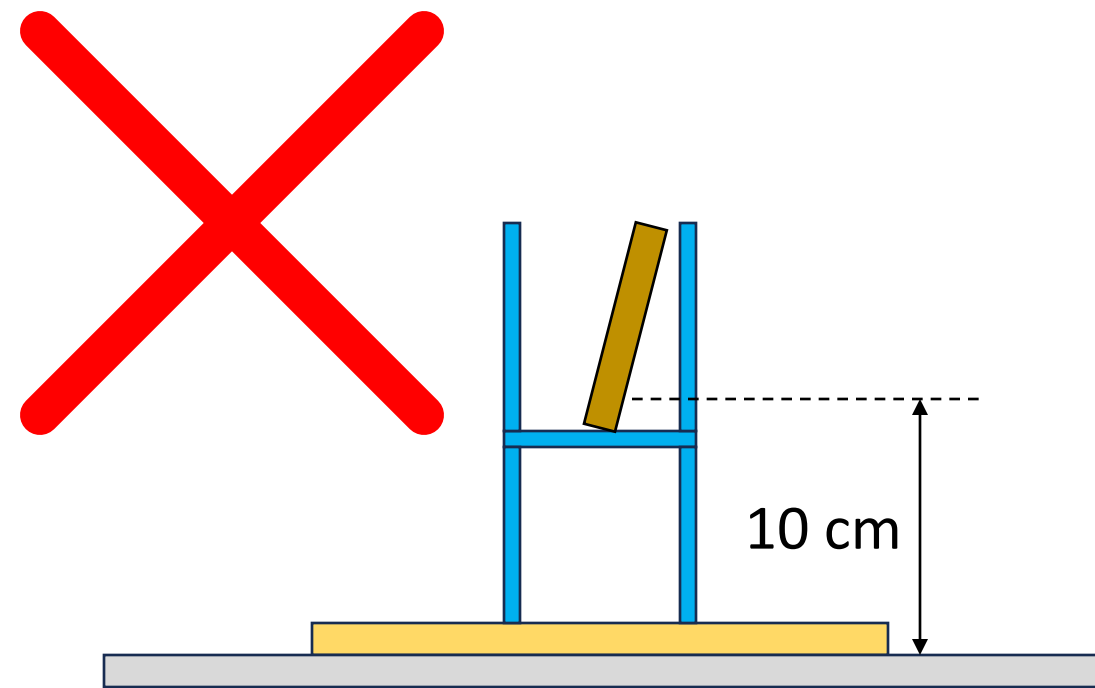


Someone touches the rocket in midair to help guide it toward the device

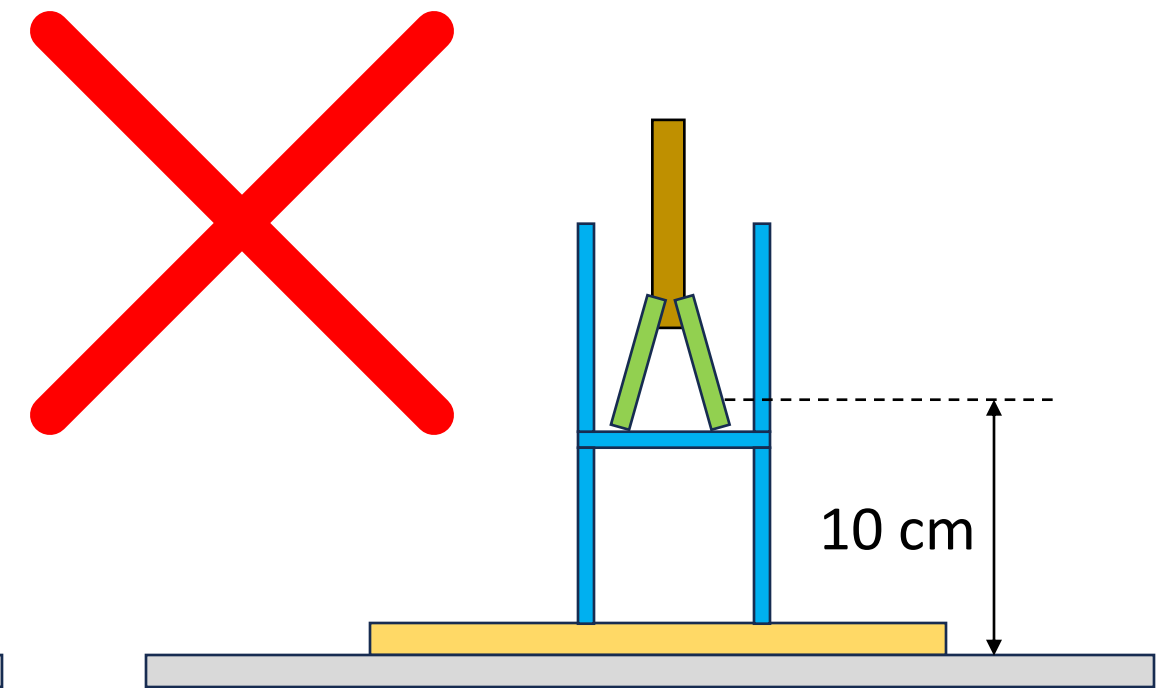
Rule #8: After all parts have completely stopped moving, the lowest point of the rocket, including all attachments, must be at least 10 cm from the floor.



The lowest point on the rocket, including all attachments, is at least 10 cm from the floor

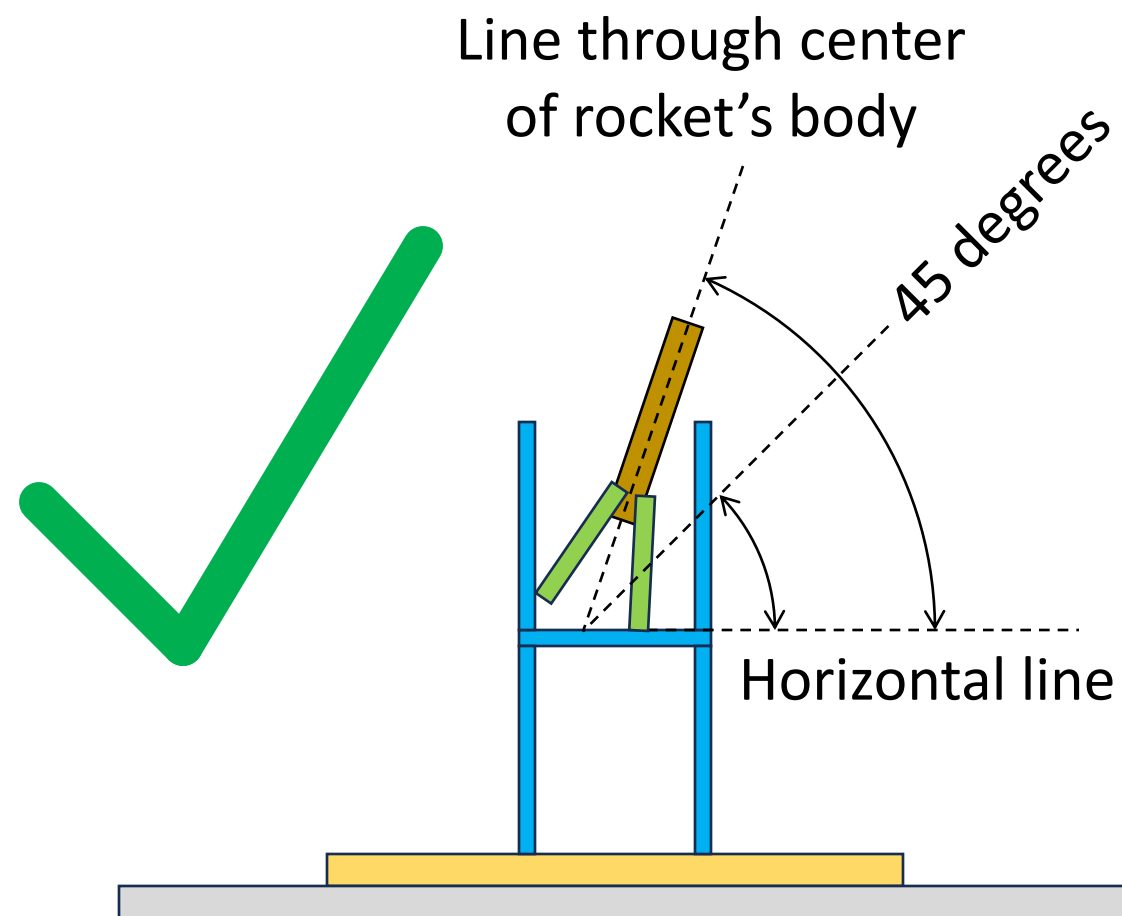


The lowest point on the rocket body is less than 10 cm from the floor

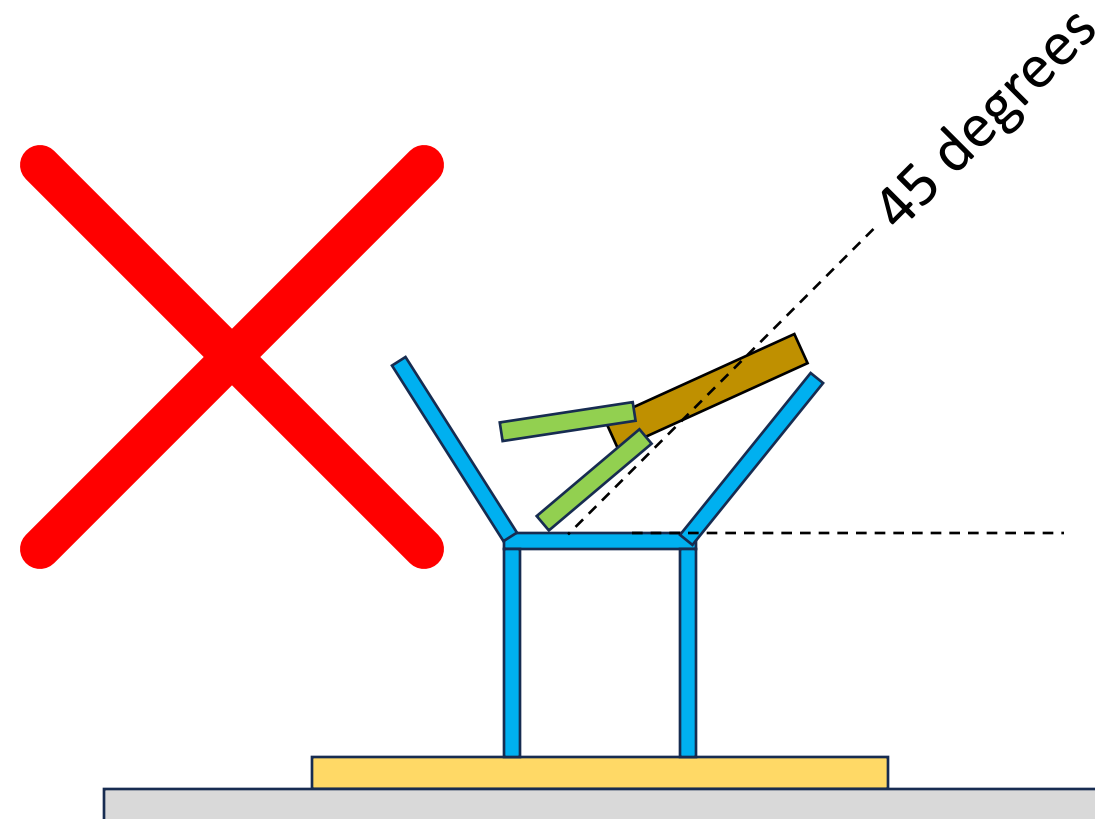


Something attached to the rocket body is less than 10 cm from the floor

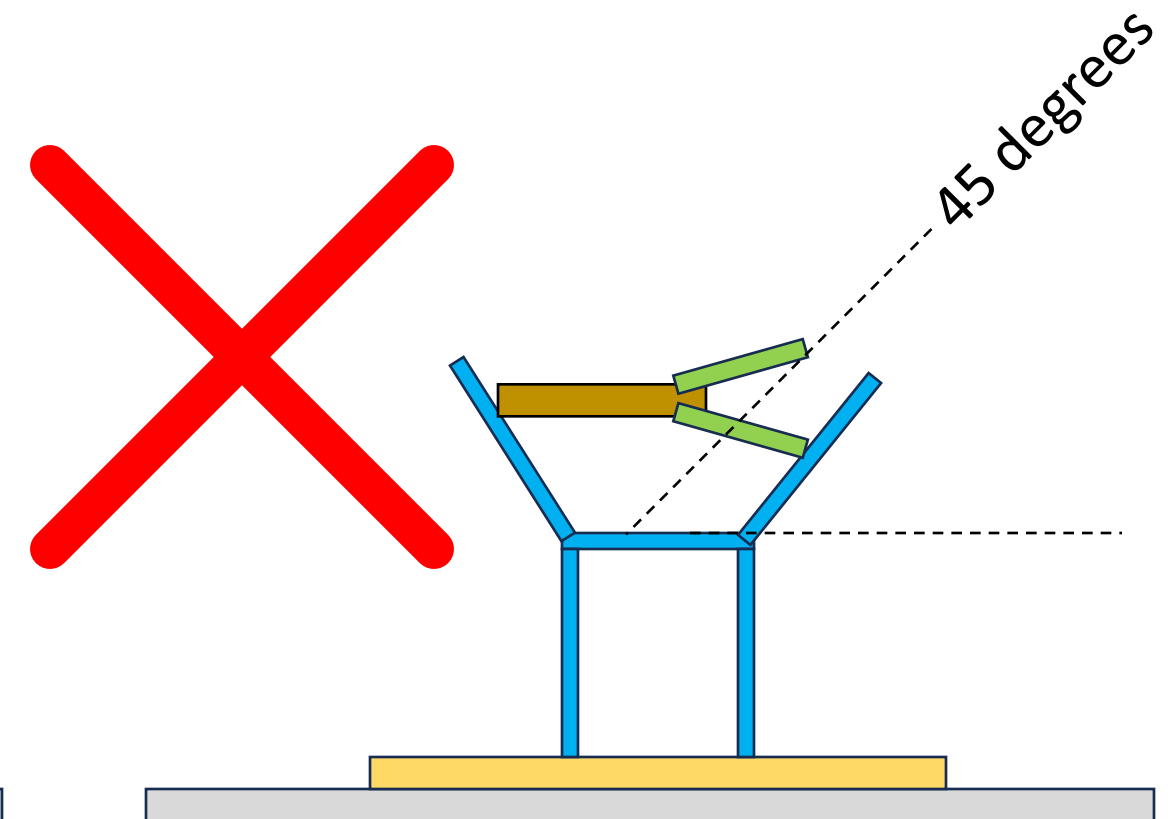
Rule #9: After all parts have completely stopped moving, the rocket's main body must be vertical. "Vertical" is defined as an angle at least 45 degrees from horizontal.



The rocket's body is inclined at least 45 degrees from horizontal

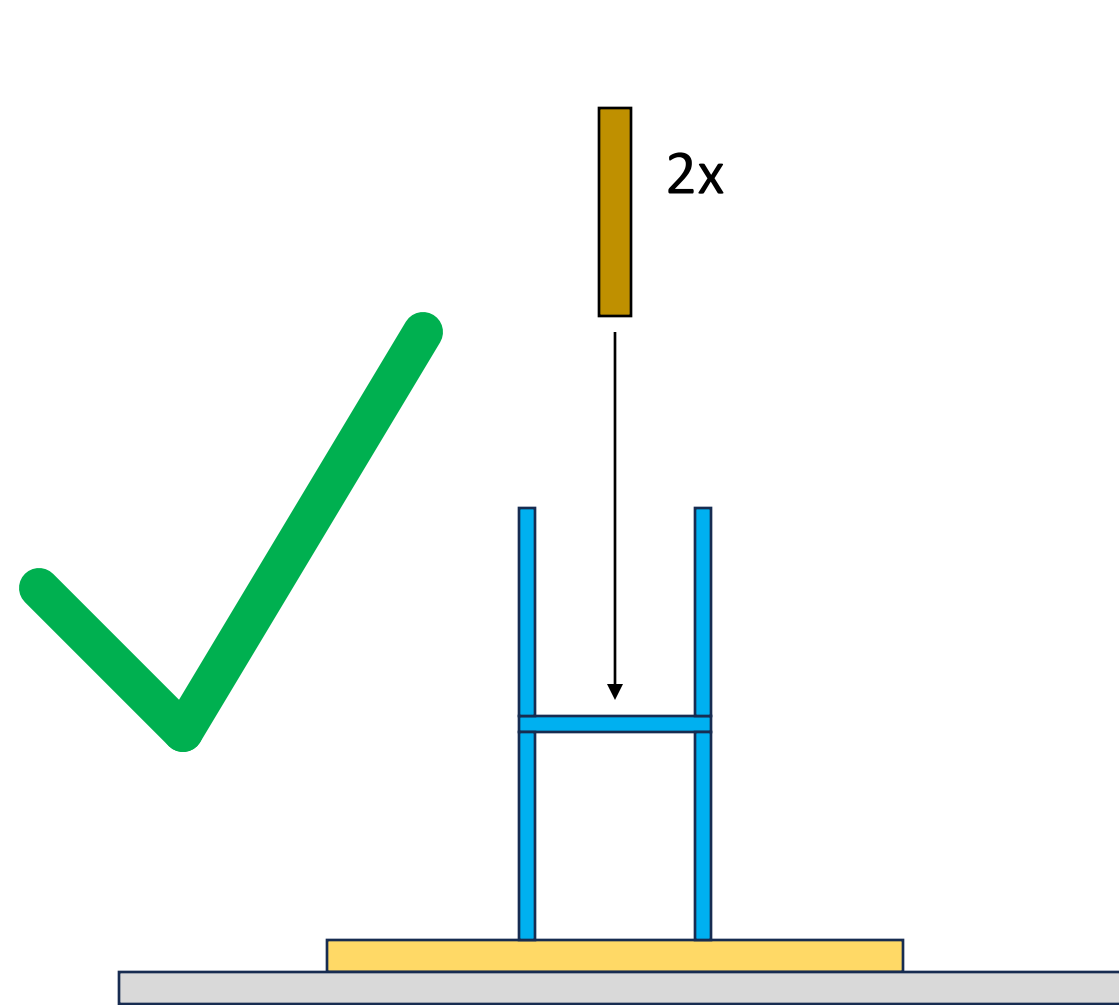


The rocket's body is inclined less than 45 degrees from horizontal

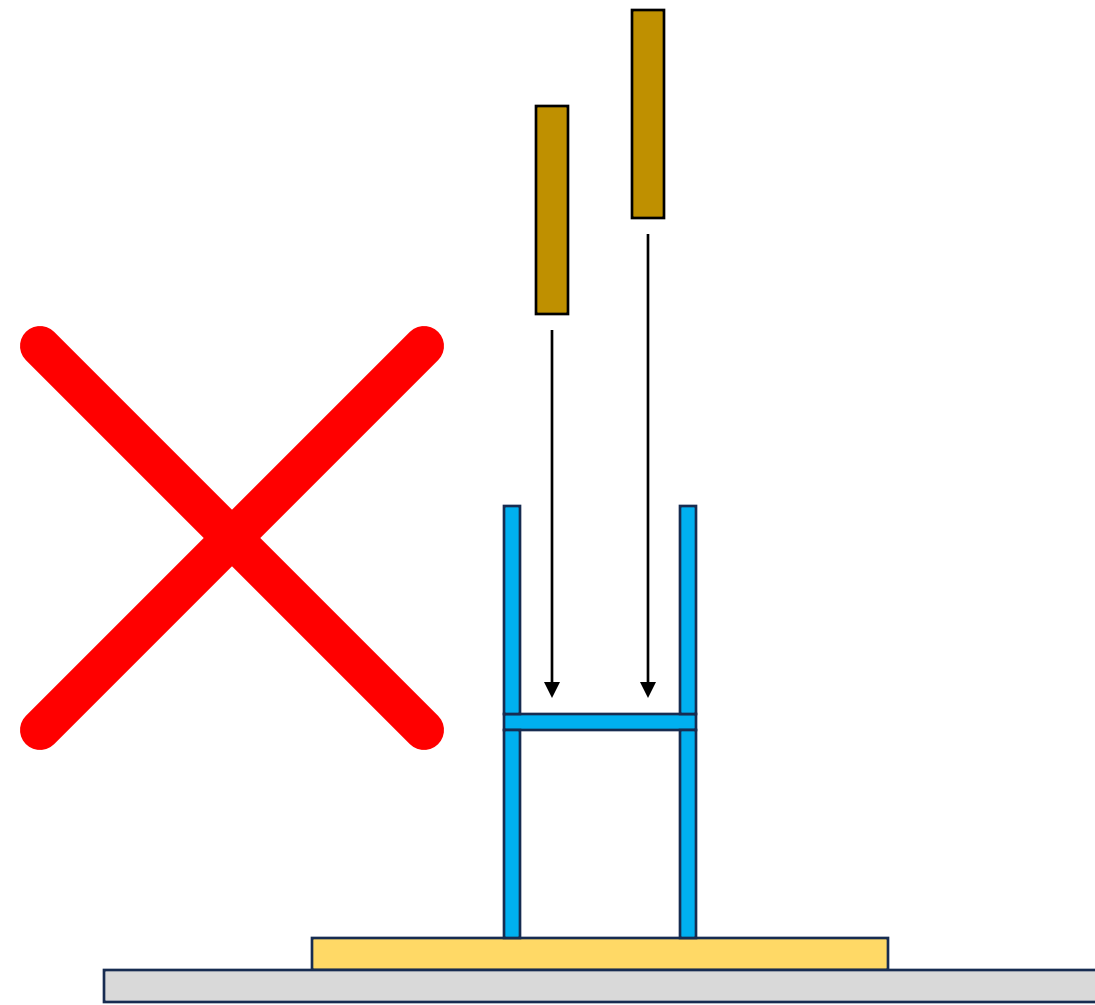


The rocket's body is inclined less than 45 degrees from horizontal

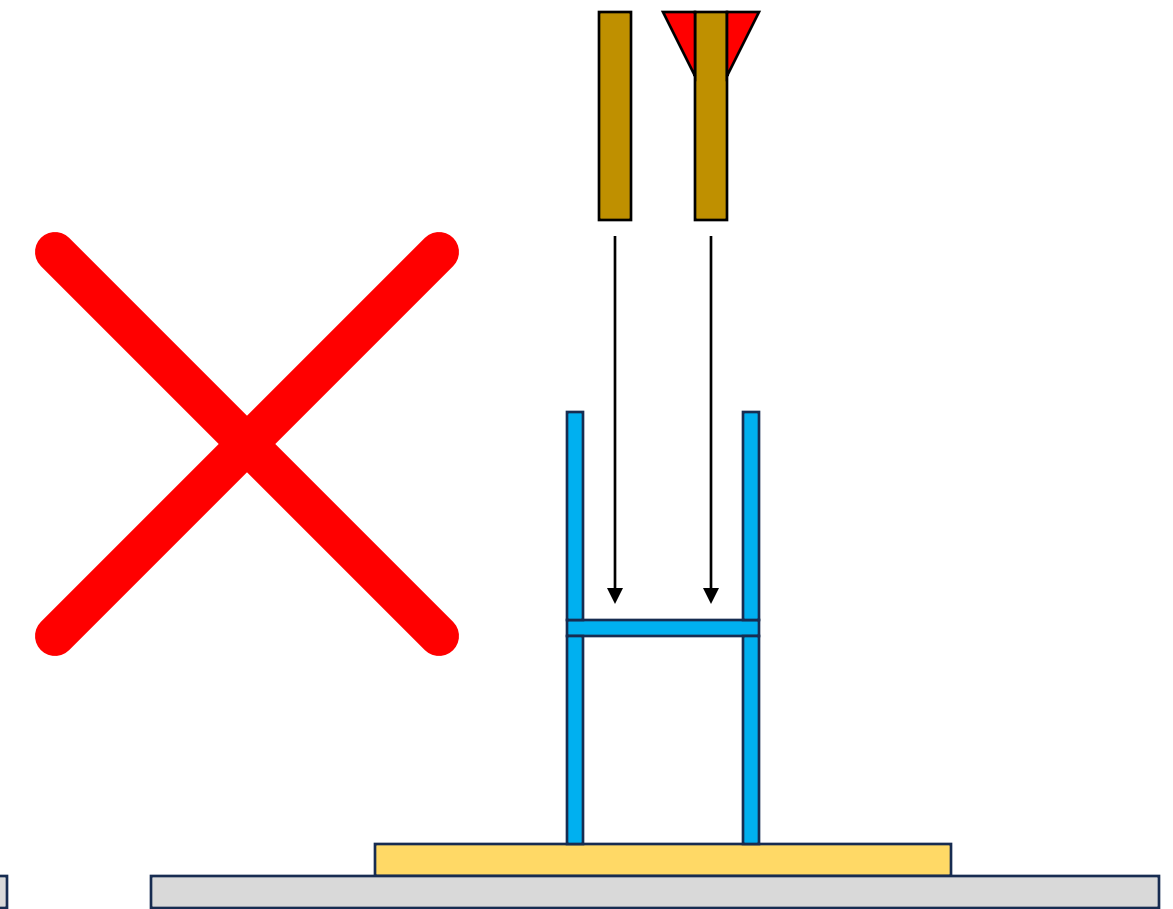
Rule #10: You must complete 2 successful drops in a row from the same start height, with the same rocket and the same rocket-catching device (repairs in between trials are allowed).



Two drops in a row with the same height, rocket, and device



Two drops in a row with the same rocket from different heights



Two drops in a row from the same height with different rocket designs