

4-H ROCKETRY GUIDELINES

The following are guidelines for learning experiences in rocketry. The publication Model Rocketry, was used as a guide and is available through the Extension office.

1. 4-H'ers must be currently enrolled in the 4-H rocket project.
2. First year members must make one rocket only. Second year members can make up to two as a single exhibit. Third year and over members can make up to three rockets as a single exhibit and must have flown one of the three rockets exhibited previous to the fair.
3. Rockets may or may not be exhibited on their launch pad.
4. Exhibit should be smooth, neat and uniform. Make sure balsa and/or plastic are sanded with no rough edges. Balsa should be sealed also for a smooth paint job. The paint should be evenly applied with no runs. The decals should be mounted straight.
5. Know the properties of air.
6. No starters are permitted with the exhibits.
7. First and second year members should use kits and third year and over members are encouraged to make from scratch. In considering a rocket, remember there are different skill levels for different experience levels. Skill level 1 - very simple, recommended for first year members; skill level 2 - fairly easy, recommended for individuals with some model experience, possibly first and second members; skill level 3 - average challenge, recommended for the advanced model builder, possibly third year members; and skill level 4 - very challenging, recommended for the master model builder, possibly fourth year and above members.
8. A different exhibit must be made each year.
9. Judging will be based on general appearance, workmanship, and member's knowledge. The rockets will not be flown at the fair. See attached judging sheet.