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THE SPORTING CODE

The United States Model Rocket Sporting Code (USMRSC) or Sporting Code, provides a standard set of rules by which NAR members may compete with one another on the basis of skill, ability, and expertise. The NAR Contest and Records Committee (the Contest Board) through its national chairman and regional representatives manage and administer the Sporting Code.

NAR members who wish to compete are encouraged to contact an individual or local NAR section that sponsors sanctioned rocketry competition. NAR members needing help locating or contacting an NAR section in their area can obtain assistance consulting the NAR section list - http://www.nar.org/find-a-local-club/ or by emailing NAR Headquarters - http://www.nar.org/about-nar/organization-contacts/.

Changes to the Sporting Code may be made by the Board of Trustees, the Contest Board, or the Rule Change Process (RCP) which is managed by the Rules Revisions Subcommittee. At a minimum, the Contest Board shall publish all changes to the Sporting Code on NAR.org, along with the date on which they take effect.

Members who would like to serve as Regional Contest Chairs or serve on the Rules Revisions Subcommittee should contact the National Contest Board Chairman.

Because the Sporting Code cannot address all the outcomes of competition, disputes and protests regarding the rules are inevitable. Whenever possible, competitors should exercise common sense, fair play, and sportsmanship in an attempt to reach a solution.

To support the continued advancement of model rocketry, the National Association of Rocketry supports competition as an activity that emphasizes sportsmanship and patience; construction and flying skills; safety and education, and creativity and innovation.

This edition of the Sporting Code replaces all previous versions and is effective July 31, 2021. Changes from the previous version are highlighted in yellow.
NAR CONTEST BOARD DIRECTORY

Click on this link to view the NAR Organization Contacts webpage and a complete list of the Contest Board and their contact information:

http://www.nar.org/about-nar/organization-contacts/
MODEL ROCKET SAFETY CODE

1. **Materials.** I will use only lightweight, non-metal parts for the nose, body, and fins of my rocket.

2. **Motors.** I will use only certified, commercially made model rocket motors, and will not tamper with these motors or use them for any purposes except those recommended by the manufacturer.

3. **Ignition System.** I will launch my rockets with an electrical launch system and electrical motor igniters. My launch system will have a safety interlock in series with the launch switch, and will use a launch switch that returns to the “off” position when released.

4. **Misfires.** If my rocket does not launch when I press the button of my electrical launch system, I will remove the launcher’s safety interlock or disconnect its battery, and will wait 60 seconds after the last launch attempt before allowing anyone to approach the rocket.

5. **Launch Safety.** I will use a countdown before launch, and will ensure that everyone is paying attention and is a safe distance of at least 15 feet away when I launch rockets with D motors or smaller, and 30 feet when I launch larger rockets. If I am uncertain about the safety or stability of an untested rocket, I will check the stability before flight and will fly it only after warning spectators and clearing them away to a safe distance. When conducting a simultaneous launch of more than ten rockets, I will observe a safe distance of 1.5 times the maximum expected altitude of any launched rocket.

6. **Launcher.** I will launch my rocket from a launch rod, tower, or rail that is pointed to within 30 degrees of the vertical to ensure that the rocket flies nearly straight up, and I will use a blast deflector to prevent the motor’s exhaust from hitting the ground. To prevent accidental eye injury, I will place launchers so that the end of the launch rod is above eye level or will cap the end of the rod when it is not in use.

7. **Size.** My model rocket will not weigh more than 1,500 grams (53 ounces) at liftoff and will not contain more than 125 grams (4.4 ounces) of propellant or 320 N-sec (71.9 pound-seconds) of total impulse.

8. **Flight Safety.** I will not launch my rocket at targets, into clouds, or near airplanes, and will not put any flammable or explosive payload in my rocket.

9. **Launch Site.** I will launch my rocket outdoors, in an open area at least as large as shown in the accompanying table, and in safe weather conditions with wind speeds no greater than 20 miles per hour. I will ensure that there is no dry grass close to the launch pad, and that the launch site does not present risk of grass fires.

10. **Recovery System.** I will use a recovery system such as a streamer or parachute in my rocket so that it returns safely and undamaged and can be flown again, and I will use only flame-resistant or fireproof recovery system wadding in my rocket.

11. **Recovery Safety.** I will not attempt to recover my rocket from power lines, tall trees, or other dangerous places.

### LAUNCH SITE DIMENSIONS

<table>
<thead>
<tr>
<th>Installed Total Impulse (N-sec)</th>
<th>Equivalent Motor Type</th>
<th>Minimum Site Dimensions (ft)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0.00 – 1.25</td>
<td>1/4A, 1/2A</td>
<td>50</td>
</tr>
<tr>
<td>1.26 – 2.50</td>
<td>A</td>
<td>100</td>
</tr>
<tr>
<td>2.51 – 5.00</td>
<td>B</td>
<td>200</td>
</tr>
<tr>
<td>5.01 – 10.00</td>
<td>C</td>
<td>400</td>
</tr>
<tr>
<td>10.01 – 20.00</td>
<td>D</td>
<td>500</td>
</tr>
<tr>
<td>20.01 – 40.00</td>
<td>E</td>
<td>1,000</td>
</tr>
<tr>
<td>40.01 – 80.00</td>
<td>F</td>
<td>1,000</td>
</tr>
<tr>
<td>80.01 – 160.00</td>
<td>G</td>
<td>1,000</td>
</tr>
<tr>
<td>160.01 – 320.00</td>
<td>Two Gs</td>
<td>1,500</td>
</tr>
</tbody>
</table>
1 DEFINITIONS

1.1 Glossary of Definitions
A Glossary containing the official definitions of words and acronyms used in the Sporting Code is provided in Appendix A - Glossary.

1.2 Model Rocket
A model rocket is an aero-model that is propelled into the air by means of a model rocket motor; without the use of aerodynamic lifting forces overcoming gravity; that includes a device for returning it safely to the ground in a reusable condition; and that contains no parts likely to create a hazard. Model rocket motors and recovery system protectors or wadding, if present, do not constitute portions of a model rocket.

1.3 Model Rocket Motor
A model rocket motor is a reaction motor produced by a commercial manufacturer using pre-loaded combustible solid propellant as fuel or a rocket motor designed to be reloaded with commercially manufactured combustible solid propellant grains or modules.

1.4 Headings
Section and subsection headings are to aid in referencing, and the communication regarding, rules in the Sporting Code. Their inclusion or omission is not considered a part of these rules.

1.5 Rounding
When scoring must be rounded, the following schedule shall be followed:

- < 0.5 is rounded down
- => 0.5 is rounded up

2 GENERAL

2.1 Scope
The United States Model Rocket Sporting Code shall govern the design, construction, and operation of all model rockets and model rocket motors used in conjunction with:

- All competition sanctioned by the National Association of Rocketry (NAR), and
- All attempts to establish or surpass United States Model Rocket Performance Records.

2.1.1 The United States Model Rocket Sporting Code may be used as a guide for supporting non-sanctioned competition activities of individuals and sections.

- The event rules contained herein may be used as is or tailored to meet the needs of the group competing.
- To facilitate points scoring for determining event, competition division and meet awards, the points award schedule described in Rule 13.2.4 - NARAM may be used.
- The provision to tailor the rules is not authorization to affect a change that would result in unsafe operation of a model rocket, model rocket motors or the launch range.

2.2 Safety Code
The Model Rocketry Safety Code of the NAR shall be the general safety criteria to be followed in the interpretation and administration of this United States Model Rocket Sporting Code. This Safety Code shall not be overridden by the Sporting Code. Any changes to the Safety Code applies immediately to the Sporting Code.

2.3 FAI Rules
The United States Model Rocket Sporting Code shall not be construed to amend or otherwise serve as a substitute for the Sporting Code of the Federation Aeronautique Internationale (FAI) for the purposes of establishing or surpassing world model rocket performance records. Competitors who wish to attempt such records should obtain a copy of the current FAI Sporting Code.
3 MODEL ROCKET SPECIFICATIONS

3.1 Compliance
A model rocket must comply with all specifications in this section and the Model Rocket Safety Code before, during, and after flight.

3.2 Gross Launching Mass
The gross launching mass of a model rocket, including model rocket motor or motors, must not exceed 1,500 grams.

3.3 Propellant
No more than a total of 125 grams of solid propellant materials may be contained in its model rocket motor(s) at the moment of launch.

3.4 Stages
There must be no more than three consecutively fired stages. The staged configuration of the model is considered to be the state of the model at the instant of first motion on the launcher.

3.5 Reusability
A model rocket must be so constructed as to be capable of more than a single flight; and must be provided with a means for retarding its descent to the ground so that its structure may not be substantially damaged, and so that no hazard is created to persons and property. If a model descends in more than one unattached part, each part must conform to the above specification.

3.6 Materials
Construction of the airframe must be of wood, paper, rubber, plastic, or other similar materials consistent with the Model Rocket Safety Code.

3.7 Stability
Design and construction must include suitable means for providing stabilizing and restoring forces necessary to maintain a substantially true and predictable flight path. If required by safety officers or judges, the builder of the model must present data demonstrating that their model meets this requirement.

3.8 On-Board Ignition System
A model rocket possessing an autonomous ignition system (e.g., for initiation of any energetic function) must be provided with a safety switch or other device capable of preventing actuation of the system until immediately prior to the launch.

3.9 Dethermalizer
A model rocket equipped with a dethermalizer or other device designed to operate via combustion (e.g., a cotton fuse or wick) must be designed so that ignition of the device presents no imminent hazard to the person igniting the device. In addition, the model rocket must be designed so that the device is extinguished as soon as possible after performing its function (e.g., by inclusion of a snuffer tube).

4 MODEL ROCKET MOTOR STANDARDS

4.1 Definition
Model Rocket motors must meet the requirements of the NAR Standards and Testing Committee and NFPA 1122.

4.2 Limits
A single solid propellant model rocket motor must not contain more than 125 grams of propellant, and must not produce any more than 160.00 Newton-seconds of total impulse.

4.3 Contest Approval
All motors used in a model rocket in NAR sanctioned competition, or for the purpose of establishing a United States Model Rocket Performance Record, must be listed in the NAR Certified/Combined Motor List found on NAR.org as holding NAR Contest Approval.

4.4 Alterations
A model rocket motor must not be altered in any manner that changes its dimensions and/or its performance characteristics. No material may be permanently affixed to the motor.
4.5 Classification
A model rocket motor is assigned a motor classification based on its mean sea level total impulse when tested at a temperature of 20 degrees Celsius. A motor becomes NAR certified when its test data is accepted by the NAR Standards and Testing Committee. NAR certified model rocket motor classifications are as follows:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Total Impulse (N-sec)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>0.00 – 0.3125</td>
</tr>
<tr>
<td>1/4A</td>
<td>0.3126 – 0.625</td>
</tr>
<tr>
<td>1/2A</td>
<td>0.626 – 1.25</td>
</tr>
<tr>
<td>A</td>
<td>1.26 – 2.50</td>
</tr>
<tr>
<td>B</td>
<td>2.51 – 5.00</td>
</tr>
<tr>
<td>C</td>
<td>5.01 – 10.00</td>
</tr>
<tr>
<td>D</td>
<td>10.01 – 20.00</td>
</tr>
<tr>
<td>E</td>
<td>20.01 – 40.00</td>
</tr>
<tr>
<td>F</td>
<td>40.01 – 80.00</td>
</tr>
<tr>
<td>G</td>
<td>80.01 – 160.00</td>
</tr>
</tbody>
</table>

Note: All motor classes listed above will be recognized for certification purposes regardless of current commercial availability.

4.6 Published Values
The total impulse values published in the NAR Certified/Combined Motor List found on NAR.org will be the values used in all NAR sanctioned competition and for United States Model Rocket Performance Record attempts.

4.7 Total Impulse
When multiple motors are used in a single entry (e.g., clustering and staging), the total impulses of the individual motors must be summed to compute the total impulse of the configuration and to determine the impulse class of an event for which the entry qualifies. Only those motors actually intended to ignite and produce useful thrust are to be included in this total.

4.8 Acceptance
Only model rocket motors that are currently and readily available commercially, and meet the requirements of Rule 4.1 - Definitions, through Rule 4.3 - Contest Approval, and Rule 4.5 - Classification, through 4.7 - Total Impulse, shall be accepted for NAR contest approval.

4.9 Contest Use
NAR sanctioned competition allows the use of all contest approved motors for which the total impulse of the motor is appropriate for the event and in compliance with state and local laws. Booster stage, single stage, and upper stage motors may be used in locations other than their primary intended stage.

5 LAUNCHING REQUIREMENTS

5.1 Range Safety Officer
During all operations concerned with the launching and flight of model rockets, all authority for the safety of flying field operations shall be vested in a Range Safety Officer (RSO) who must be an NAR member eighteen (18) years of age or older. If the RSO leaves the flying field, he/she must relinquish his/her duties and responsibilities to an RSO who must also be a member of the NAR eighteen (18) years of age or older.

5.2 Flying Field
The flying field shall be an area whose shortest dimension is no less than one-fourth (1/4) the anticipated maximum altitude of the rockets to be flown. The flying field should not contain or be adjacent to high voltage lines, major highways, multi-story buildings, or other obstacles. The launching location must be no closer than 10 meters to the boundaries of the flying field.

5.3 Safety Check
All model rockets presented for operation at a flying field may be permitted or denied flight by the Range Safety Officer (RSO) or Safety Check Officer (SCO) on the basis of his/her judgment with respect to safety.

5.4 Launching Device
A launching device or mechanism must be used that restricts the entry in its pitch axis until sufficient flight velocity is attained for safe, predictable flight. Recommended launching devices are a steel launch rod, tower, rail, or piston.
5.5 Launcher Height
No entry may be launched with its aft most part more than 2 meters above the ground.

5.6 Momentum
A launching device must not impart to the entry any velocity or change of momentum except that caused by the model rocket motor(s) contained in the entry.

5.7 Ignition
Ignition of an entry must be conducted by remote electrical means from a distance as required by the Model Rocket Safety Code, and must be fully under the control of the competitor or Launch Control Officer (LCO) launching the entry. All persons in the vicinity of a launch must be advised that a launch is imminent before an entry may be ignited. A minimum five-second audible countdown must be given before ignition and launch of an entry. A competitor will always be allowed to use their own launching device, and to launch at the time of their choice, within limits set by the RSO.

6 SANCTIONED COMPETITION

6.1 NAR Contest Board
The NAR Contest Board will sanction competition to be conducted in accordance with the rules set forth in the United States Model Rocket Sporting Code.

6.2 Sanction
Application for sanction of an NRC launch or Record Trial must be made to the NAR Regional Contest Board at least 48 hours in advance of the start time of the launch. Sections and individuals are encouraged to schedule NRC launches earlier whenever possible. Application for a launch sanction shall be made electronically at NAR.org. An NAR member eighteen (18) years of age or older, who will serve as the Contest Director, must submit the application. All NAR sanctioned launches will be automatically posted to the NAR Launch Calendar on NAR.org.

6.3 Contest Year

6.3.1 The Contest Year
Begins the day after NARAM concludes and ends on the last day of NARAM of the following year.

6.3.2 NRC Year and Qualification Flying
Begins the day after NARAM concludes and ends on June 30 of the following year.

6.4 Classes

6.4.1 National Rocketry Competition
The National Rocketry Competition (NRC) shall be a competition in which individuals and teams qualify to compete at the National Association of Rocketry Annual Meet (NARAM) for Event Specialist Award (ESA) and National and Reserve Champion awards.

6.4.2 NARAM - NAR Annual Meet
NARAM shall be held each year. NARAM will be held at a time and place and with entry requirements determined by the NAR Contest Board.

6.4.3 Record Trial
A Record Trial is conducted for the purpose of providing members an opportunity to establish or surpass official United States model rocket performance records. Any number or combination of events may be flown. The sanction form shall include any limitations for that Record Trial, e.g. altimeter only altitude, field or motor limitations. In a Record Trial, an NAR member duly entered in the meet may have as many opportunities as time and weather permit to make a record attempt.

6.5 Time
All NRC launches and Record Trials shall be scheduled to operate over no more than three consecutive days, or except as stated in Rule 6.6 - Suspending Competition. NARAM shall be the number of days specified by the NAR Contest Board.

6.6 Suspending Competition
An NRC or NARAM Contest Director may suspend competition for reasons of safety (i.e., threatening weather/lightning.)
6.7 Results
The NAR member who serves as the Contest Director for a sanctioned launch shall forward a Contest Manager file of the results to the NAR Regional Contest Board within seven (7) days following completion of the launch. If an unusual question arises, the Contest Director may request a ruling on the matter from the NAR Contest Board. In this case, the Contest Director should make every effort to include complete and impartial details on the situation.

6.8 Rejection
The NAR Contest Board may refuse to accept the results if evidence is presented that the sanctioned launch was not conducted within the scope or intent of the United States Model Rocket Sporting Code.

6.9 Deadline
The NRC Scoreboard results shall be made final by the Contest Board and shall be posted on NAR.org at least fourteen days prior to the opening day of NARAM.

6.10 Advisory Rulings
In cases where a competitor is uncertain of the application of a rule contained in the United States Model Rocket Sporting Code, he/she may ask for a ruling by the Regional Contest Board Chairman. The Regional Contest Board Chairman may rule or pass the request to the National Contest Board Chairman. This process should proceed in a timely manner to allow competitor's time to react to the ruling.

7 CONTEST OFFICIALS

7.1 Contest Director
A Contest Director shall be a member of the NAR, at least eighteen (18) years of age or older. He/she shall apply for contest sanction; be responsible for all contest material; ensure that the competition is arranged and functions in accordance with the Sporting Code, and report the results of the competition to the Contest Board. The Contest Director appoints range crew.

7.2 Range Safety Officer
A Range Safety Officer (RSO), who is a NAR member and is eighteen (18) years of age or older, shall preside over application of the rules, safety, and launch range operations in accordance with the Sporting Code. In no case, may the Contest Director or any other official override a safety ruling of the RSO. The duties of the Range Safety Officer and the Contest Director may be combined.

7.3 Safety Check Officer
The Contest Director may appoint a NAR member to be a Safety Check Officer. The Safety Check Officer must be qualified to rule in accordance with the United States Model Rocket Sporting Code.

7.4 NARAM Judges
The Contest Director shall appoint teams of judges for any event requiring static judging (e.g., Scale, Plastic Model Conversion). At least one member of each team of judges must be a member of the NAR at least eighteen (18) years of age or older. Non-NAR member judges are allowed.

7.5 Trackers and Timers
The Contest Director may appoint any capable person as a tracker or timer. Any glasses or aids necessary for that person to have normal vision must be worn. Any person not having correctable vision (e.g., cannot obtain a driver's license due to vision) is not eligible to time or track.

7.6 Conduct
A contest official considered by any member of the Contest Board, Board of Trustees, or other contest official to be impaired by alcohol or drugs, or demonstrating poor sportsmanship will be removed from his/her position and may be expelled from the meet.

7.7 Conflict
No competitor may serve as a contest official where he/she would rule on his/her own contest entry.

8 COMPETITORS

8.1 Entering Competition
All competitors entering model rockets and competing in NAR sanctioned competition must be members of the NAR in good standing. The Contest Director or his/her designee may ask competitors for verification of their NAR Sporting License. Newly joined NAR members who have not yet received their NAR Sporting License and wish to compete in sanctioned competition shall be recorded as pending.
8.2 Conduct
The Contest Director may disqualify any competitor from an event or from the entire meet on the grounds of failure to practice or observe reasonable safety measures, published or otherwise; for poor sportsmanship; for failure to abide by the orders of the Range Safety Officer or contest officials; whose ability to safely fly model rockets is, in the opinion of the Contest Director or Range Safety Officer, impaired by alcohol or drugs.

8.3 Competition Divisions
The Competition Divisions are as given in the following schedule:

<table>
<thead>
<tr>
<th>Division</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>A Division</td>
<td>Individuals and Teams, ages 0 – 14</td>
</tr>
<tr>
<td>B Division</td>
<td>Individuals and Teams, ages 15 – 22</td>
</tr>
<tr>
<td>C Division</td>
<td>Individuals ages 23 years old and older</td>
</tr>
<tr>
<td>D Division</td>
<td>Teams ages 23 years old and older</td>
</tr>
</tbody>
</table>

8.3.1 The division in which an NAR member will compete during a Contest Year is determined by the member’s age/status as of the start of the Contest Year.

8.3.2 NAR members may compete individually and/or as a member of a team in accordance with Rule 8.4.1.

8.3.3 Teams must compete in the division of the oldest member.

8.4 Teams
Two or more NAR members may enter competition as a team. Teams must be registered with the NAR Contest Board. Membership of a team cannot be changed during the Contest Year. Such a change must be registered as a different team. Team entries shall be prepared for flight by one or more members of the team, except if they are to be proxy-flown under the provisions of Rule 8.5 - Proxy. Entry blanks must contain the name and the number of the team. Any records established are credited to the team.

8.4.1 Restrictions
No NAR member may enter a sanctioned launch as both an individual and as a team member. No NAR member may enter a sanctioned launch as a member of more than one team. Neither of these restrictions applies at a Record Trial.

8.5 Proxy
A competitor entered in sanctioned competition may have an entry proxy-flown by an NAR member of the same or younger competition division.

8.5.1 Restrictions
Proxy flights are NOT allowed when flying:
- Radio controlled models
- Spot Landing events

Proxy flights are NOT allowed when flying for:
- Event Specialist Awards
- National Championship Awards
- United States Model Rocket Performance Records

8.5.2 Official Duties
Competitors having official duties at the contest may have entries proxy-flown for them.

8.6 Section Competition
Section competition is open to all NRC competitors who belong to an NAR section. All NAR sections may compete for both the NRC and the NAR section Championship.
8.6.1 Section Affiliation
Competitors must decide prior to their first NRC launch of the contest year if they will be competing for a NAR section. Section affiliation cannot be changed after the competitor/team's first NRC launch of the contest year in which the competitor/team makes an official flight.

8.6.1.1 Individual Competitors
For individual competitors, your section affiliation is declared in “Section 1” of your NAR member profile (see example below.)

8.6.1.2 Teams
A team’s section affiliation is declared when a team registers on the Team Registration page of the NAR website.

9 ENTRIES

9.1 Total Impulse Limit
No entry in sanctioned competition may be powered by a motor or combination of motors exceeding 125 grams of total propellant. The maximum total impulse, in accordance with the Model Rocket Safety Code, must not exceed 320.00 Newton-seconds.

9.2 Ejected Motors
Unless allowed by the rules of a specific event, if a motor is ejected at a sanctioned competition and if that motor does not have a streamer or parachute attached, the flight is disqualified.

9.3 Flight Characteristics
During the powered phase of flight, spinning of the entry is permitted only around the roll axis. Entries that spin or loop around the pitch axis or yaw axis under power must be disqualified.

9.4 NAR Number
Each entry must carry, legibly displayed upon its exterior surface as the entry appears in flight readiness, the competitor’s name or NAR license number. In the case of a team entry, the entry must carry the team name or team number.
9.5 Safety Check
Each entry must pass a safety inspection given by the Safety Check Officer (SCO) before each flight to ascertain that it will be safe in its operation and meet the standards of the Sporting Code. This inspection may include any launching device and auxiliary equipment provided by the competitor to assist the launch.

9.5.1 Motors
The flight card shall contain the make and complete designation of the motor on the competitor’s flight card. (e.g. AeroTech G40-10W)

9.6 NARAM Minimum Entries
An entry must make an official flight before points can be awarded in the event.

9.7 Substitution of Entries
Unless disallowed by the rules for a specific event, substitution of entries between official flights in an event is allowed. When the rules for a specific event disallow substitution between official flights, only recovery devices and lost or damaged parts necessary to make the entry flight worthy may be changed or replaced for subsequent flights. In these circumstances, a replacement for a lost or damaged part must be similar to the part that it replaces.

9.8 Simultaneous Events
Two or more competition events may not be flown simultaneously by the same entry on the same flight.

9.9 Construction
Models not requiring construction are permitted in competition. However, for entries that require construction, the competitor must ensure that he/she has completely constructed the model rocket(s) he/she is using in competition. Materials and designs may be obtained from any source, including kits.

9.10 Impound
To ensure adherence to the Sporting Code, the Contest Director and/or RSO have the authority to require that any entry having made an official flight shall be returned and impounded for a reasonable length of time for inspection. The impounding of an entry must be requested during or immediately after the flight in question. If the entry or the part requested for impound cannot be returned to the officials within a reasonable time, the entry may be disqualified.

9.11 Radio Control
Radio control safety is the responsibility of the competitor. Frequency control regulations must be obeyed if implemented at the flying site. Radio control of an entry is not considered human intervention with regard to catching or cushioning of any model required to land naturally. Unless otherwise specified by the rules of that event, any entry may be radio controlled. The Contest Director can prohibit the use of Radio Control at NARAM in any event or for the entire meet and this restriction shall be stated in all associated printed material and electronic postings. Entries that are to be radio controlled must be controlled or guided by the builder or a builder of the entry.

9.12 FAI Events
Except for rocket glider, entries flown in the FAI class of an event, must comply with the following construction requirements of the FAI Sporting Code, Section 4, Volume SM - Space Models for that event:

9.12.1 The minimum length of the enclosed airframe of the entry must be 500 millimeters and at least 50 percent of this airframe length must have a minimum diameter of 40 millimeters in the launch configuration.

9.12.2 In events where multi-staging is allowed, the booster stage must deploy a recovery device; the upper stage must be at least 18 millimeters in diameter over at least 75 percent of its length, and any upper stage boat tails must be at least 18 millimeters in diameter.
10 OFFICIAL FLIGHT

10.1 Official Flight Requirements
A flight is official if any part of the entry leaves the launcher under a motor's thrust phase; except in the case of a catastrophic failure according to the provisions of Rule 11.5 - Catastrophic Failure. All entries that do not leave the launcher subsequent to motor ignition must not be considered as having made an official flight unless they are disqualified by the RSO for safety reasons. If the power pod or motor of a Boost Glider entry disengages and proceeds into the air under power without the glider portion, the attempt must be considered a disqualified official flight. An entry that does not ignite enough motors to be in the proper total impulse class as per Rule 4.6 - Published Values, must not be considered as having made an official flight unless its flight is disqualified for other reasons.

10.2 Number of Flights
Unless otherwise specified in the rules for a specific event, time and weather permitting each competitor shall be given an opportunity to make two official flights in each event per sanctioned NRC launch. A limitation shall not apply at Record Trials. Unless otherwise specified in the rules for a duration event, a competitor's official score is the sum of the durations achieved on all official flights.

10.3 Special Conditions
When deciding on the number of flights that competitors are allowed in an event, the Contest Director shall carefully consider whether time and/or weather may require limitations on the event(s). The Contest Director must make every effort to announce how many flights will be allowed in the event(s) before the start of official flights.

However, if circumstances arise where it is necessary to enact a limitation after official flights have been made, all competitors must adhere to the new limits regardless of how many official flights they may have made.

If limitations have been placed on one or more events, the Contest Director must select only those qualified flights a competitor made under the new limitation. The Contest Director must then choose the competitor's best single qualified flight as his/her official flight in that event.

For example, if a Parachute Duration event must unexpectedly be limited to one flight per competitor, and a competitor has already made two flights, in order for the Contest Director to score the event, he/she must first select only the flights that the competitor(s) returned (since in a single-flight Parachute Duration event, the one flight must be returned.) If one or more competitor has returned two flights, the Contest Director must select the better of the two competitor's flights as his/her official flight for scoring purposes.

10.4 Return of Inaccessible Models
When a competitor cannot make a required return of his/her entry from an inaccessible place where recovery would pose a personal hazard to the competitors, but can point it out to an official, the official may score the entry as having been returned. The Contest Director must state prior to the start of competition what distance limits officials may travel. This rule may be superseded by the rules of a specific event.

10.5 Recording of Returns
When the rules for a specific event require a return of the entry, it is the responsibility of the competitor to ensure that the officials have noted on their flight card that the entry has been returned.

11 DISQUALIFICATIONS

11.1 Scope
Due to flight characteristics, an entry may be disqualified for a specific flight, however, it is not necessarily disqualified for the entire event.

11.2 Safety Related
Any entry that in the opinion of the Range Safety Officer was not considered safe in operation may be disqualified. In no case, may any official override a safety ruling of the RSO.

11.3 Non-Safety Related
The Range Safety Officer and/or contest officials may disqualify any entry that does not comply with the Sporting Code.

11.4 Scoring
In the event of a disqualification, a flight shall be scored as zero (0) in the case of events where an entry’s total score is the result of the sum of the performance of two or more flights. This rule may be superseded by the rules of a specific event. A disqualified flight may not be considered as a return in any event where a return is required.
11.5 Catastrophic Failure
A model rocket experiencing a catastrophic failure (CATO) shall not be disqualified. The flight may or may not be considered an official flight if the Range Safety Officer rules the entry performed a safe and stable flight and complied with the competition rules (e.g., a glider glided).

11.5.1 The competitor will in this situation have the option of having such a flight ruled as either official or unofficial. If the entry did not meet these requirements, then it must be ruled an unofficial flight.

11.5.2 The competitor must inform the applicable contest official of his/her decision to accept or reject the flight as an official flight prior to any subsequent flight by the competitor in that event. The competitor must be permitted to substitute another entry. In the case of craftsmanship events; the substitute must be of the same prototype and scale as the original, and it is not required to exhibit the craftsmanship and detail of the original.

11.6 Recording Data
An entry that has been disqualified shall have its performance data recorded even though the flight may not at that time be considered official. In the event an entry’s disqualification is reversed; the entry’s performance data shall be considered official.

11.7 Correctable Conditions
Disqualifications for static conditions of an entry are not permitted and the competitor shall correct the condition prior to the official flight. If the contest officials do not discover a condition until during or after the flight is made, such as flying with the wrong motor type, the flight will not be considered official.

12 DISPUTES AND PROTESTS

12.1 National Rocketry Competition (NRC) Disputes
In the event of a dispute at an NRC sanctioned launch, the competitor shall inform his/her Regional Contest Board Chairman of the dispute for resolution. The Regional Contest Board Chairman must render a decision within three (3) days.

12.2 NARAM Protests
RSO decisions related to safety cannot be protested by a competitor or team, or overridden by the Contest Director or Contest Board per Rule 7.2 - Range Safety Officer.

12.2.1 Filing a Protest
A protest shall be a written report detailing an action or decision in question and shall include the names of any competitors and/or officials involved. A protest will be considered only when a competitor or team delivers the protest in writing and accompanied by $20.00 cash, to the Contest Director, a member of the Contest Board or its representative.

12.2.2 Protest Fee
Filing a protest shall cost the competitor or team $20.00 cash. If the protest is upheld, the protest fee must be returned to the competitor. If the protest is denied, the protest fee must accompany the contest results and be forwarded to the NAR Contest Board Chairman.

12.2.3 The Ruling Body
A minimum of three members of the Contest Board shall decide protests. All sides of a protest shall have the right to be heard by members of the NAR Contest Board. No Contest Board member may rule or vote on a decision that could alter the award of contest points to his/her own entry. All decisions of the Contest Board are final.

12.2.4 Time
The Contest Board shall give to the Contest Director and all parties involved in a protest, a written statement of their decision within 24 hours of the protest’s delivery to the Contest Director, a member of the Contest Board, or its representative. If a protest occurs on the last day of the contest, a decision shall be rendered by the end of the day.

12.2.5 Final Contest Results
The Contest Board’s protest ruling must be included with the contest results.
13 COMPETITION AND CHAMPIONSHIPS

13.1 National Rocketry Competition (NRC)

13.1.1 Number of Events
The NRC shall be made up of six (6) or seven (7) events selected from the section 13.1.4 – NRC Events List. Six (6) of the events shall be duration and altitude events selected from section 13.1.4.1. If the NARAM for the Contest Year includes a craftsmanship event from those in section 13.1.4.2 that will be the seventh NRC event for the Contest Year. In the case where NARAM includes 2 of the events from 13.1.4.2, the seventh event selected will be chosen in the following order of precedence: Sport Scale, Concept Sport Scale, Classic Model. If none of these events are scheduled for NARAM, there will be no craftsmanship event for NRC that contest year. These six (6) or seven (7) events shall be part of the official events for NARAM.

13.1.2 Event Selection
NRC events will be selected as follows:
• The Contest Board shall select four (4) non craftsmanship NRC events.
• The NARAM Contest Director shall select two (2) non craftsmanship NRC events and the NRC craftsmanship event.
• For non-craftsmanship events, the same NRC event and motor class cannot be flown in consecutive years.
• In the event a NARAM Contest Director is not selected by July 1, the Contest Board shall select all seven (7) NRC events.
• At the discretion of the Contest Board, different NRC events may be selected for different competition divisions.

13.1.3 Announcement
The NRC will be announced on NAR.org, on or before July 1 by the Contest Board Chairman.

13.1.4 NRC Events List

13.1.4.1 Duration and Altitude Events
• 1/4A-A Parachute Duration
• 1/4A-A Streamer Duration
• 1/4A-A Helicopter Duration
• 1/4A-A Boost Glider Duration
• 1/4A-B Rocket Glider Duration
• B-C Egg Lofting Duration
• 1/2A-B Altitude-Altimeter
• A-B Payload Altitude-Altimeter
• B-C Egg Lofting Altitude-Altimeter

13.1.4.2 Craftsmanship Events
• Sport Scale (Sport, Peanut, Giant)
• Concept Sport Scale
• Classic Model

13.1.5 Adherence
NRC events shall be flown under the specific event provisions of the Sporting Code.

13.1.6 Qualification
The only events that qualify a competitor to compete for the title of National Champion or for an Event Specialist Award are those selected for the NRC.

13.1.7 Event Acceptance
All NRC events may be flown at a sanctioned NRC launch. Non-NRC events may be flown at an NRC launch but only NRC results will be accepted by the Contest Board.

13.1.8 Sanctions

13.1.8.1 All NRC flights shall be conducted at launches sanctioned by the NAR Contest Board and sponsored by either a NAR chartered section, or NAR member eighteen (18) years of age or older. All NRC launches shall be listed on the NAR Contest Calendar at nar.org once sanctioned.

13.1.8.2 There shall be no limit to the number of NRC launches a NAR member eighteen (18) years of age or older or section may sanction in a contest year.
13.1.8.3 There shall be no limit to the number of NRC sanctioned launches a competitor may enter in a contest year.

13.1.9 NRC Minimum Personnel
Flying one or more NRC events requires a minimum of two NAR members- one or more of which is 18 years of age or older.

13.1.10 Scoreboard
13.1.10.1 The NRC Contest Director shall post competitor scores to a cumulative, member accessible, results ‘Scoreboard’ maintained by the Contest Board on NAR.org.

13.1.10.2 The results Scoreboard shall reflect the best score attained by a competitor in an NRC event. Posted results will be considered preliminary until verified by the Regional Contest Board.

13.1.10.3 A competitor’s best score also determines his/her position or ‘rank’ in relation to all other competitor results in an NRC event.

13.1.11 Results
13.1.11.1 Results must be reported to the appropriate Regional Contest Board Chairman by the Contest Director for verification and must include data for pending performance records.

13.1.11.2 Based on the sum of two (2) flights, a competitor that can achieve as his/her official score a NRC maximum for that NRC duration event, will receive a rank of one (1) in that event.

13.1.11.3 Scores must be posted to the Scoreboard by the Contest Director within 7 days of the completion of the NRC sanctioned launch.

13.1.11.4 At the close of the NRC (June 30th), the final results of the NRC determine the eligibility for a competitor to compete for and win an Event Specialist Award and/or National Championship. In case of a tie, duplicate places shall be awarded and all numerical places will be awarded as though there had been no tie. (Ex. 1, 2, 2, 3, 4...)

13.1.11.5 National Rocketry Competition Awards - The top 10 or top 10% of competitors in each division, after the close of the NRC on June 30th, will be recognized for their performance on the NAR.org website, in the E-Rocketeer, and in the official journal of the NAR.

13.1.11.6 Event Specialist Award (ESA) - To compete for an ESA at NARAM, competitors in each competition division must:
  • Select one or more of the NRC events
  • Post qualified flights in each of the competitor’s selected NRC events on the Scoreboard
  • Qualify by finishing in the top 10 or top 10% of the NRC event(s) the competitor selects.

There is no limit to the number of ESA’s for which a competitor may qualify.

13.1.11.7 National Championship - To compete for a National Championship at NARAM, competitors in each competition division must:
  • Post qualified flights in all of the NRC events on the Scoreboard
  • Finish in the top 10 or top 10%, whichever is greater, of the NRC events based on a competitor’s combined Scoreboard rank
  • A competitor's "combined Scoreboard rank" is the sum of the competitor’s NRC event ranks.

13.2 NARAM
13.2.1 NARAM must present at a minimum the NRC events. The NRC events shall not be flown in a multi-round format.

13.2.2 NARAM competition is open to all registered flyers.

13.2.3 Competitors that meet the requirements of 13.1.11.7 are automatically qualified through the NRC to compete for National Champion awards and shall have their points credited only towards these awards.
13.2.4 All competitors begin NARAM with zero points. Points will be awarded per the following schedule for performance in each event as determined by place:
- 1st – 25 points
- 2nd – 20 points
- 3rd – 17 points
- 4th – 14 points
- 5th – 12 points
- 6th – 10 points
- 7th – 8 points
- 8th – 6 points
- 9th – 4 points
- 10th – 2 points
- Flight Points – 1 point

13.2.5 In case of a tie, duplicate places shall be awarded and all numerical places will be awarded as though there had been no tie. (Ex. 1, 2, 2, 3, 4…)

13.3 NARAM Awards

13.3.1 Event Specialist Awards (ESA)
- 13.3.1.1 Event Specialist competition is open to NARAM competitors who have qualified for an ESA per Rule 13.1.11.6.
- 13.3.1.2 For each NRC event, the ESA is given to the ESA-qualified contestant in each division with the highest score at NARAM.

13.3.2 National Championship Awards
- 13.3.2.1 National Championship competition is open to NARAM competitors who have qualified for National Championship per Rule 13.1.11.7.
- 13.3.2.2 National Championship points are calculated for each contestant as the sum of points awarded per Rule 13.2.4 for all NARAM events.
- 13.3.2.3 National Champion awards shall be given for 1st and 2nd place in each division.
- 13.3.2.4 In the event of a tie for 1st or 2nd place, the competitor who has the most 1st place event finishes wins. If a tie still exists, then the competitor who has the most 2nd places finishes wins, etc.

13.3.3 Meet Awards
- 13.3.3.1 Meet competition is open to NARAM competitors who did not qualify for National Championship per Rule 13.1.11.7.
- 13.3.3.2 Meet Championship points are calculated for each contestant as the sum of points awarded per Rule 13.2.4 for all NARAM events.
- 13.3.3.3 Meet Champion awards shall be given for 1st and 2nd place in each division.
- 13.3.3.4 Ties for Meet Champion awards are handled according to Rule 13.3.2.4.
- 13.3.3.5 Event Champion awards shall be given for 1st through 3rd places in each division and each event, with duplicate awards given in the case of ties.

13.4 Reporting Scores at NARAM
- 13.4.1 All points are awarded per Rule 13.2.4 - NARAM.
- 13.4.2 At NARAM, results shall be posted in each of the following categories:
  - Events
  - Event Specialist Awards
  - Meet Champions
  - National Champions
  - Section National Champion

13.5 Section Championship Awards
Two classes of section championship awards shall be recognized.
1. NRC Section Champion awards shall be given for first and second place during the contest year.
2. Section National Champion awards shall be given for first and second place at NARAM.

13.5.1 NRC Section Championship
Points will be awarded in two categories, performance points and participation points. The two shall be added together to determine the NRC section score for the contest year.

13.5.1.1 NRC Section Performance Points
Based on a competitor’s NRC Scoreboard rank, performance points shall be awarded per section 13.2.4 and 13.2.5.

13.5.1.2 NRC Section Participation Points
Sections may earn additional points towards a section championship:
1. Based on the total number of NRC launches a NAR Section sponsors during the contest year.
2. Based on the total number of a section’s members qualifying in each of the NRC events.

13.5.1.2.1 Section NRC Launch Points
A section will be awarded 10 points for each NRC launch. There is no limit to the number of NRC launches that a section may sponsor. Launch points will be awarded to a section when a qualified flight, in at least one NRC event, has been displayed on the NRC Scoreboard.

13.5.1.2.2 NRC Qualifier Points
A section will be awarded 5 points for each NRC event in which a section member qualifies. For example, if a section member qualifies in six NRC events, the section is awarded 6 x 5 or 30 points. If a section member qualifies in only one event, the section is awarded 5 points.

13.5.1.3 NRC Recognition
The top ten or 10% of sections accumulating the most points after the close of the NRC on June 30th, will be recognized for their performance on the NAR.org website, in the E-Rocketeer, and in the official journal of the NAR.

13.5.2 Section National Championship at NARAM

13.5.2.1 The top ten sections or 10% of sections, whichever is greater, on the NRC scoreboard at the end of the NRC contest year (June 30th) shall qualify to compete for the Section National Championship at NARAM.

13.5.2.2 For a contestant to compete for a section at NARAM, the contestant must have competed for that section during the NRC. Contestants who did not compete in the NRC or competed in the NRC as independents are not eligible to compete and earn points for a NAR section at NARAM. See section 8.6.

13.5.2.3 All sections shall begin NARAM with a score of zero. A section’s score shall be computed by adding all of the points earned at NARAM by the section members competing at NARAM for the section.

13.5.2.4 In case of a tie, duplicate places shall be awarded and all numerical places will be awarded as though there had been no tie. (Ex. 1, 2, 2, 3, 4…).

13.5.2.5 Section National Championship Awards
The Section National Championship award shall be given for first and second place to the two sections accumulating the most points at NARAM.

14 UNITED STATES MODEL ROCKET PERFORMANCE RECORDS

14.1 Eligibility
Performance records may be set at any sanctioned launch, in any event and motor class, unless judging is required, or a limited score is the goal. For example, performance records may be set in Altitude or Parachute Duration, but not in Scale Altitude, Spot Landing, or Precision Payload. Proxy entries are not eligible for performance records per Rule 8.4 - Teams.

14.2 Categories
Performance records must be awarded separately for each competition division. Within each competition division, separate performance records must be awarded for:
14.2.1 Free Flight
All entries that are not radio-controlled or use altimeter for altitude measurement.

14.2.2 Radio Control
Entries using radio control to provide active guidance per Rule 9.11 - Radio Control.

14.2.3 Altimeter
Entries using an altimeter for altitude measurement per Rule 14.2 - Categories

14.3 Return
The entry must be returned to ensure compliance with all rules for the event. Rule 10.4 - Return of Inaccessible Models does not apply.

14.4 Surpassing
Attempts to surpass an existing performance record must exceed the current value by at least 1%.

14.5 Submission
The Contest Director must review all flight results to determine if any new performance records were set. If so, the flight card and competitor entry form must be sent to the NAR Records Subcommittee for review. Individual competitors may also submit copies of their flight card(s) and entry form, provided the Contest Director signs the forms.

The submitted data must include the following items:
- Competitor's name
- Division
- Event and motor class
- Date
- New record value
- Altimeter make & model (if used)
- Altimeter data file
- Motor manufacturer and designation

14.6 Certification
The NAR Records Subcommittee may request any additional substantiating data it deems necessary to certify a new record. The NAR Records Subcommittee has the right to disallow any record claim, regardless of the data submitted, if the record attempt is found to have been made unfairly or falsely reported.

15 PROVISIONAL COMPETITION

15.1 Author
Any NAR member or section may author a new event concept.

15.2 Standards
New event concepts submitted to the NAR Contest Board for consideration must meet the standards of the Safety Code. In addition, they should be designed so that they can be flown at sanctioned launches.

15.3 Form
Rules for new event concepts must be formatted as for any established event in the Sporting Code.

15.4 Postal Competition
New event concepts must be tested for merit using a postal competition format. Postal competition requires the following:
- Event rules are distributed electronically at NAR.org.
- There must be no less than a 60-day competition window for flying any new event concept and it must start no less than 30 days from rule distribution or announcement.
- Upon close of the competition window, results must be published electronically on NAR.org no more than 14 days after close of the competition window.
- There will be no less than two competition windows for a new event concept.

15.5 Improvement
During postal competition, NAR members and sections are encouraged to suggest rule changes for the purpose of testing the event for suitability before submission. Competitors are encouraged to suggest changes that may eliminate loopholes or make the event more interesting.

15.6 Submission
New event concepts must be submitted to the NAR Contest Board Chair in electronic form; including rules and all postal competition results and member feedback.
15.7 Adoption
For a new event concept to be adopted, it must meet the requirements of Rules 15.2 - Standards, and 15.3 - Form. The Contest Board must vote to accept or reject the submission for inclusion in the next Sporting Code revision. Results of the vote must appear in both the E-Rocketeer and NAR.org no more than 90 days after date of submission.

15.8 NARAM
A new event concept may not be included at NARAM until it has qualified under Rule 15.7 - Adoption; except by a special ruling of the NAR Contest Board.

16-19 Reserved for future rules
20 ALTITUDE DATA

20.1 Scope
All entries in a given event, other than non-competition record attempts, are to be tracked using the same method. The electronic sanction submitted by the Contest Director must, for each altitude event, designate whether altimeters or theodolites will be used for altitude tracking. In the case of Record Trials, the Contest Director may designate either or both types of tracking. Contest Director must ensure that all announcements and publications for the sanctioned meet inform prospective entrants of the tracking method for each altitude event.

20.2 Electronic Altimeters
Only commercially available altimeters approved by the NAR Contest Board and publicly announced as approved at least 30 days before any contest where they are used may be used in competition. These altimeters may not be altered or modified in any manner, including use of power sources that are outside the voltage range published by the altimeter manufacturer. To be approved by the Contest Board an altimeter must meet the following requirements:

- Uses barometric measurement techniques to record flight apogee altitude above launch pad altitude based on the formula for conversion of pressure to altitude in the International Civil Aviation Organization or US Standard Atmospheres.
- Uses a digital integrated pressure sensor with at least 16 bits of resolution in its digital conversion of pressure measurement.
- Recalculates launch pad pressure altitude by sampling local pressure at least once per minute after activation and before launch.
- Has resolution of 1 meter or better in readout.
- Has accuracy of 1 percent of recorded altitude or 2 meters, whichever is greater, across an operating range of no less than 4000 meters in flight altitude above sea level, 0 to 50 degrees Celsius in launch site temperature, and 750 to 1050 millibars in launch site ambient pressure.
- Has a sampling rate of 10 per second or greater.
- Employs processing functions to reject false short-duration launch or apogee altitude transients that may be created by wind gusts or the pressure transients of ejection events.
- Provides a readout of apogee from the most recent flight.
- Is capable of being placed in a preflight state of readiness to record new flight data and report this new data post-flight. This state must be audibly or visibly verifiable.

The altimeter must be fully enclosed within the rocket body through apogee. Any attempt to deliberately produce excessively high altitude readings, by use of devices such as venturis is prohibited.

20.2.1 Approved Altimeter List
The Contest Board approves altimeters for use in NAR competition. Follow this link for a list of approved altimeters:

20.2.2 Check-In Procedure
The model of the altimeter will be noted on the competitor’s flight card. The safety check officer may request the “owner’s manual” for the altimeter if any questions arise concerning its operation or post-flight readout.

20.2.3 Temperature Compensation
The ambient temperature at the launch site shall be recorded on the competitor’s flight card in degrees centigrade rounded to the nearest whole number. This temperature shall be recorded prior to each flight. A competitor’s recorded altitude must be corrected for the effect of ambient air temperature by multiplying the uncorrected altimeter reading by a factor of (273.15 + T)/288.15 where T is the ambient temperature in degrees Celsius.
20.2.4 Returns Procedure
The altimeter must be returned for data verification. The Returns official and competitor should agree on the altimeter raw data. If the Returns official and the competitor cannot agree of the raw data, an additional official shall be called upon to resolve the disputed data. The altimeter's raw data shall be recorded on the flight card. Any other specific event rules may also apply.

If the altimeter cannot be returned, and the entry is not disqualified for any other safety or event rule violation, then that flight can be considered “No Data” per Rule 20.3.3 - Untracked Flights.

If the altimeter fails to report an altitude, and the flight has not been disqualified for any safety or event rule reason, then that flight can be considered “No Data” per Rule 20.3.3 - Untracked Flights.

20.2.5 Performance Records with Altimeters
Altitude records may only be set using a recording altimeter. After the flight, if a record is suspected the altimeter data will be downloaded by the competitor and reviewed by a contest official. If the data reveals that the peak altitude is attributable to an ejection event or other flight anomaly, that peak or anomaly will not be used to determine the recorded altitude. The maximum altitude excluding the anomalous peaks will be reported.

If the maximum altitude occurs more than five seconds after the ejection event (due to thermals or other anomaly), only the peak altitude prior to ejection (excluding sudden peaks or anomalies as described above) will be reported.

If the altimeter data is, in the opinion of the contest official, significantly inconsistent with the observed flight, the altimeter data will be disallowed. The decision by the contest official on the interpretation of the altimeter data is final.

20.3 Theodolite Tracking
All entries in any event for which an achieved altitude figure is scored may be tracked in flight by theodolites of a design approved by the NAR Contest Board. Any tracking theodolite that:

- Is equipped with both azimuth and elevation axes at right angles to each other
- Can be leveled or adjusted to an otherwise proper plane before use
- Has an accuracy of 0.5 degrees in both azimuth and elevation
- Uses a pair of open sights mounted at least twenty centimeters apart or a rifle-sight or equivalent optical sight with or without lenses
- Uses crosshairs in the open or optical sight
- Is mounted on a sturdy tripod or other solid base in a manner that does not permit the tracking head to wobble or otherwise lose its zero-reference under normal use
- Has a provision for securely holding the sights firmly in any desired position, so that the operator may accurately record the tracking data associated with a flight
- Is capable of tracking to an azimuth of ±180 degrees and an elevation from 0 degrees to 90 degrees
- The Contest Board must approve theodolites that do not meet all of the above requirements before they may be used in a sanctioned activity

20.3.1 Baseline
Two or more tracking theodolites must be used on appropriate baselines. The baseline should be between 50% and 400% of the expected altitudes to be tracked. Therefore, a 300 meter baseline would be appropriate for 75-600 meter flights. While very low power events may require a baseline less than 300 meters, proper care and judgment should be used before this is done. Longer baselines are strongly encouraged for high-powered or high-performance entries. Proper baselines must be used to track any record setting flight.

20.3.2 Tracking
Entries must be tracked to apogee if practical. When apogee tracking is used, one person must be designated to give a mark to the theodolite operators at precisely the instant the entry appears to reach apogee, and the theodolites must be locked at the mark. At the discretion of the Contest Director, entries may be tracked to ejection instead of apogee. When ejection tracking is used, it is recommended that the entries to be tracked contain colored tracking powder to create a visible cloud at ejection, and that the theodolite operators lock their theodolites at the appearance of the tracking powder cloud. It is further recommended that all entries that are to be tracked be painted in colors or patterns that will aid tracking. All entries in an event must be tracked using the same tracking method (either apogee or ejection).
20.3.3 Untracked Flights
At the option of the competitor, Track Lost or Track Not Closed may be considered an official flight if it is not disqualified for any other reason. In this case the flight cannot place but must receive flight points; except in an event where the score is the sum of several factors, in which case the flight must be scored as having an altitude of zero.

20.3.4 Communication System
A reliable voice communication system must be used to link both trackers and the launch control area, for the purpose of calling marks and for the transmission of tracking data.

20.3.5 Data Reduction
Angular data obtained from theodolite tracking must be reduced to an achieved altitude figure by means of a standard system of equations approved by the NAR Contest Board. All data must be recorded for all altitude events and flights, including those flights that may be disqualified; this permits the altitude data to be available in case the disqualification ruling is later reversed.

20.3.6 Error Check
The error figure as computed by the approved equations must be less than or equal to 10% to be considered valid and acceptable for competition and record flights. Flights whose reduced altitudes do not satisfy this constraint shall be scored as Track Not Closed. Flights, whose data is incomplete, preventing calculation of their altitude, must be scored as Track Lost. All altitudes must be rounded off to the nearest meter per Rule 1.5 - Rounding. The rounded altitude shall be the official scored altitude. When tracking with theodolites, an altimeter reading reported by a competitor will NOT be officially considered and will NOT apply per Rule 20.3.3 - Untracked Flights.

20.3.7 Multiple Stations
When more than two trackers are used, altitude and closure percentage shall be calculated for each combination of trackers. The official altitude score is the average of all closed tracks, rounded per Rule 1.5 - Rounding. It is only necessary for one pair of trackers to close.

20.4 Novel Methods
The NAR Contest Board must approve novel altitude determination methods before the results are accepted for competition.

21 ALTITUDE

21.1 Scope
Altitude comprises twelve events open to any model rocket. The purpose of this competition is to achieve the highest altitude.

21.2 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Altitude are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
</tr>
<tr>
<td>1/4A</td>
</tr>
<tr>
<td>1/2A</td>
</tr>
<tr>
<td>A</td>
</tr>
<tr>
<td>FAI A</td>
</tr>
<tr>
<td>B</td>
</tr>
<tr>
<td>FAI B</td>
</tr>
<tr>
<td>C</td>
</tr>
<tr>
<td>D</td>
</tr>
<tr>
<td>E</td>
</tr>
<tr>
<td>F</td>
</tr>
<tr>
<td>G</td>
</tr>
</tbody>
</table>
**22 PAYLOAD ALTITUDE**

22.1 Scope
Payload comprises seven events open to model rockets that carry one or more standard NAR payloads of given mass and dimensions to as high an altitude as possible and to recover the payload. The standard NAR payload is intended to represent an instrument package whose dimensions and mass cannot be modified, but must be accepted as a design constraint.

22.2 Staging
If the entry is staged, the payload(s) must be totally enclosed in the uppermost stage of the entry.

22.3 Payload Specifications
The standard NAR payload is a sealed non-metallic cylinder containing fine sand, with a mass of no less than 28.0 grams. This cylinder must be a minimum of 17.0 millimeters in diameter, and a minimum of 60.0 millimeters in length. No holes may be drilled into it, no changes made in its shape, and no material may be affixed to it.

22.4 Enclosed Payloads
The standard NAR payload(s) carried in an entry –
- must be totally enclosed and contained within the entry,
- must not separate from the entry in flight
- and must be removable from the entry

22.5 Return
Following the flight, the competitor must present his/her entry as recovered and, in the presence of an official, must remove the payload(s). If the official cannot examine the payload(s), the entry must be disqualified. Rule 10.4 - Return of Inaccessible Models does not apply. If the competitor removes the payload(s) in the absence of officials, the entry must be disqualified. The official may require that the payload(s) be rechecked and must disqualify the entry if it no longer complies with Rule 22.3 - Payload Specifications.

22.6 Classes
This event is divided into classes based upon the permissible total impulse of the motor(s). The following classes of Payload are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Payloads Carried</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>1</td>
</tr>
<tr>
<td>B</td>
<td>1</td>
</tr>
<tr>
<td>C</td>
<td>1</td>
</tr>
<tr>
<td>D</td>
<td>1</td>
</tr>
<tr>
<td>E</td>
<td>2</td>
</tr>
<tr>
<td>F</td>
<td>3</td>
</tr>
<tr>
<td>G</td>
<td>4</td>
</tr>
</tbody>
</table>

**23 EGG LOFTING ALTITUDE**

23.1 Scope
Egg Lofting Altitude comprises six events open to model rockets that carry, as a totally enclosed payload, one raw egg intended to simulate carrying an astronaut to as high of an altitude as possible and recover the payload without damage.

23.2 Stages
If the entry is staged, the egg must be totally enclosed in the uppermost stage of the entry.

23.3 Eggs
Eggs must be raw and have a mass of not less than 57 grams and not more than 63 grams, and be no more than 45 millimeters in diameter. Prior to flight each egg must be uniquely marked, and the mark must be recorded on the competitor’s flight card. A competitor shall not be required to use an egg that has been previously lofted by another competitor. No material may be affixed to the egg (e.g., glue or tape).
23.4 Return
Following the flight, the competitor must present his/her entry as recovered and, in the presence of an official, must remove the egg. If the shell of the egg is broken or cracked, the entry must be disqualified. If the official cannot examine the egg, or the competitor removes the egg in the absence of officials, or breaks the egg in the process of removing it, the entry must be disqualified. Any entry that is caught or cushioned prior to landing must be disqualified. Rule 10.4 - Return of Inaccessible Models does not apply.

23.5 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Egg Lofting Altitude are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
</tr>
<tr>
<td>C</td>
</tr>
<tr>
<td>D</td>
</tr>
<tr>
<td>E</td>
</tr>
<tr>
<td>F</td>
</tr>
<tr>
<td>G</td>
</tr>
</tbody>
</table>

24 DUAL EGG LOFTING ALTITUDE

24.1 Scope
Dual Egg Lofting Altitude comprises five events open to model rockets that carry, as a totally enclosed payload, two raw eggs intended to simulate carrying two astronauts to as high of an altitude as possible and recover the payload without damage.

24.2 Stages
If the entry is staged, the eggs must be totally enclosed in the uppermost stage of the entry.

24.3 Eggs
Eggs must be raw and have a mass of not less than 57 grams and not more than 63 grams, and no more than 45 millimeters in diameter. Prior to flight each egg must be uniquely marked, and the mark must be recorded on the competitor’s flight card. A competitor shall not be required to use an egg(s) that has been previously lofted by another competitor. No material may be affixed to the egg(s) (e.g., glue or tape).

24.4 Return
Following the flight, the competitor must present his/her entry as recovered and, in the presence of an official, must remove the eggs. If the shell of the egg(s) is broken or cracked, the entry must be disqualified. If the official cannot examine the eggs, or the competitor removes the eggs in the absence of officials, or breaks the eggs in the process of removing them, the entry must be disqualified. Any entry that is caught or cushioned prior to landing must be disqualified. Rule 10.4 - Return of Inaccessible Models does not apply.

24.5 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Dual Egg Lofting Altitude are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
</tr>
<tr>
<td>D</td>
</tr>
<tr>
<td>E</td>
</tr>
<tr>
<td>F</td>
</tr>
<tr>
<td>G</td>
</tr>
</tbody>
</table>
25 SUPERROC ALTITUDE

25.1 Scope
Superroc Altitude comprises ten events open to single-stage model rockets whose body length is no less than the minimum specified in Rule 25.6- Classes for the motor class of the event. The purpose of this competition is to achieve the highest altitude with the longest possible rocket, while avoiding structural failure of the airframe.

25.2 Structural Failure
An entry that separates, folds, or has a structural failure prior to ejection must be disqualified.

25.3 Separation
An entry is allowed to separate into two or more unattached parts after ejection, provided that each part satisfies the provisions of Rule 3.5 - Reusability.

25.4 Safety
Entries must satisfy the provisions of Rule 1.2 - Model Rocket.

25.5 Scoring
Superroc Altitude must be scored as follows: the length of an entry to the nearest centimeter, as measured from the tip of the nose cone to the end of the motor nozzle, up to the maximum length for that category, must be awarded as static points. If an entry has more than one motor, the length must be measured to the motor nozzle closest to the tip of the nose cone. No additional points are awarded for any length beyond the maximum. The altitude of the model measured in meters, must be awarded as flight points. The static points and flight points obtained must be multiplied to determine the score. The competitor achieving the highest score must be declared the winner. When posting, printing, or maintaining contest results or performance records, an entry’s altitude in meters must be shown with its composite score.

25.6 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Superroc Altitude are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Minimum Length (centimeters)</th>
<th>Maximum Length (centimeters)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>12</td>
<td>25</td>
</tr>
<tr>
<td>1/4A</td>
<td>25</td>
<td>50</td>
</tr>
<tr>
<td>1/2A</td>
<td>50</td>
<td>100</td>
</tr>
<tr>
<td>A</td>
<td>75</td>
<td>150</td>
</tr>
<tr>
<td>B</td>
<td>100</td>
<td>200</td>
</tr>
<tr>
<td>C</td>
<td>125</td>
<td>250</td>
</tr>
<tr>
<td>D</td>
<td>150</td>
<td>300</td>
</tr>
<tr>
<td>E</td>
<td>175</td>
<td>350</td>
</tr>
<tr>
<td>F</td>
<td>200</td>
<td>400</td>
</tr>
<tr>
<td>G</td>
<td>225</td>
<td>450</td>
</tr>
</tbody>
</table>

26 CLUSTER ALTITUDE

26.1 Scope
Cluster Altitude is comprised of six events open to single-stage model rockets. The purpose of this competition is to achieve the highest altitude.

26.2 Returns
Following an official flight, the part of a Cluster Altitude entry that contains the motors shall be returned as recovered to verify that all motor cases have been retained. An ejected motor case shall result in a disqualification.

26.3 Ignition
Air starts are prohibited.

26.4 Partial Ignition
Partial cluster ignition must be deemed an official flight unless disqualified for other safety reasons by the RSO.
26.5 Classes
The following six classes of Cluster Altitude are established:

<table>
<thead>
<tr>
<th>Class Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A x 2 Motor</td>
</tr>
<tr>
<td>1/4A x 2 Motor</td>
</tr>
<tr>
<td>1/2A x 3 Motor</td>
</tr>
<tr>
<td>A x 4 Motor</td>
</tr>
<tr>
<td>B x 5 Motor</td>
</tr>
<tr>
<td>C x 6 Motor</td>
</tr>
</tbody>
</table>

27 PRECISION ALTITUDE

27.1 Scope
Precision Altitude comprises three events open to any model rocket. The purpose of this competition is to accurately predict the altitude that an entry will attain.

27.2 Classes
The three classes of Precision Altitude are:

27.2.1 Predicted Altitude
The minimum altitude prediction allowable is 100 meters. The competitor must predict in meters the altitude to which their entry will be flown. A competitor at a meet must record their altitude prediction on the flight card prior to any official flight.

27.2.2 Set Altitude
The Contest Director must set the target altitude when the meet is sanctioned. This value must appear in the sanction form and all appropriate contest information. The target altitude must be a multiple of 5 meters between 100 and 300 meters.

27.2.3 Random Altitude
The Contest Director must randomly select the target altitude just prior to when the event is flown, by random selection. The target altitude must be a multiple of 5 meters between 100 and 300 meters.

27.3 Practice
Practice flights are not allowed on the day the event is flown.

27.4 Number of Flights
Entries must be allowed only one official flight in Precision Altitude. If no altitude data is available, any re-flight must be made by the same entry, and no changes in configuration, motor type, or prediction must be allowed.

27.5 Control
The entry must not be radio controlled or contain any device whose purpose is to control the altitude of the entry.

27.6 Scoring
Precision Altitude Competition must be scored as follows: the entry’s achieved altitude must be divided by its target altitude, and the result multiplied by 100. This figure must then be rounded to the nearest 0.1%. If the result is greater than or equal to 100, subtract 100 from it; otherwise, subtract it from 100. The competitor whose score comes closest to zero is declared the winner.

28-29 Reserved for future events
DURATION COMPETITION

30 TIMING DATA

30.1 Timers
In all events for which a time-of-flight value must be scored, one or more timers with stopwatches shall be stationed in a timing area(s) adjacent to the range head and shall not leave the designated timing area(s) in order to keep the entry in sight. NARAM will provide one timer for each contest flight. Additional timers may be provided by the meet or the contestant. Timer(s) may not use optical aids other than sunglasses and/or eyeglasses to correct to normal vision.

30.2 Conflict of Interest
A timer must not time his/her own entry.

30.3 Stopwatches
30.3.1 Stopwatches used for timing must have a minimum resolution of 1/10th second; must have (at a minimum) start, stop, and reset capabilities. If a stopwatch is stopped, it must be capable of being restarted without being reset.

30.3.2 A stopwatch with split-time or lap accumulate capabilities (i.e., one which continues to record time internally after being stopped; and which can display at any time, the total elapsed time) may be used for competition, provided that if it is used to time one entry, it must be available for use to time any other entry.

30.4 Timed Interval
All entries must be timed from the instant of first motion on the launcher until the entry or portion to be scored for time of flight touches the ground or is stopped by a ground-based object. If the entry drifts out of sight in the sky, each timer(s) must stop their watches individually when they lose sight of the entry. As specified in Rule 1.2 - Model Rocket, motors, recovery system protectors, and wadding are not to be timed.

30.5 Separation
Unless specifically allowed by the rules of that event, no timed entry may separate into two or more unattached parts, or eject its motor.

30.6 Visual Interference
If an entry drifts behind an object and is not clearly visible, the timer(s) must stop their watch(es). Sufficient time shall be given to enable the entry to reappear and the timer(s) to restart their watch(es). Stopping and restarting of a stopwatch may occur as needed during the course of an entry’s flight.

30.7 Recording Data
Data must be recorded to the accuracy of the stopwatch for all timed flights, including those flights that may be disqualified. This permits the timing data to be available in case the disqualification ruling is later reversed.

30.8 Averaging
To arrive at an entry’s official score:
1. Compute the average of all recorded stopwatch timing data per Rule 30.7 - Recording Data. Do not round the timing data before averaging.
2. Round the resulting average data (time) to the nearest whole number of seconds.
   • Fractions of a second less than 0.5 must be rounded down to the next lower second.
   • Fractions of a second equal to or greater than 0.5 must be rounded up to the next higher second.

30.9 Return
30.9.1 NRC
Unless otherwise specified by the rules of the event or for reason of safety per Rule 9.10 - Impound, the competitor need not return an entry to a contest official.

30.9.2 NARAM
Unless otherwise specified by the rules of the event, the competitor must return an entry to the officials after at least one of his/her qualified flights, except as specified per Rule 10.4 - Return of Inaccessible Models. Competitors failing to satisfy this requirement cannot place in an event, will receive flight points, except in an event where the score is the sum of several factors, in which case the flight must be scored as having a duration of zero.
30.10 Malfunction
When a malfunction of a stopwatch or a timer occurs such that any elapsed time measurement is not available, the elapsed time(s) recorded by the remaining timer(s) must be used as the official time. When all stopwatches or timers malfunction, the flight will not be considered an official flight unless the flight is disqualified on other grounds. Alternately, at the option of the competitor, he/she may choose to consider the flight as an official flight with a time of zero; in which case the flight cannot place but is eligible for flight points at NARAM; except in an event where the score is the sum of several factors, in which case the flight must be scored as having a time of zero.

30.11 NARAM Multi-Round Events
Any of these events may be flown as a multi-round event at NARAM:
- Parachute Duration
- Streamer Duration
- Helicopter Duration
- Boost Glider Duration
- Rocket Glider Duration
- Flex Wing Boost Glider Duration

30.11.1 Number of Flights/Rounds
A multi-round event is comprised of three flights or rounds. Each competitor is allowed three official flights in a multi-round event- one flight in each round. Should there be a tie for first place after three rounds are completed, there shall be a one fly-off round to break the tie.

30.11.2 Number of Models
For the purpose of making a flight in the first three rounds, a competitor may enter no more than two (2) entries except as stated in Rule 11.5 - Catastrophic Failure. In the event of a tie after three (3) rounds are completed and a fly-off is held, one (1) additional entry may be entered.

30.11.3 Maximum Time
The official duration of each flight must be calculated as follows: if the duration achieved exceeds the maximum time limit defined for that flight, the entry must be awarded the maximum time limit; otherwise the entry must be awarded its achieved duration in seconds. Timers may stop timing the flight after it has achieved the maximum time per Rule 30.6 - Visual Interference.

30.11.4 Scoring
Multi-round events must be scored as follows: the official durations achieved by the competitor on their initial three official flights in the event must be summed. If there is no tie for first place, then the competitor achieving the highest score is the winner. If there is a tie, competitors for first place must be given the opportunity to make an additional official flight (fly-off) to determine the winner. The fly-off round will have no maximum time limit. Second through tenth places must be distributed first among the other competitors in the fly-off, and then among any other competitors having made qualified flights, on the basis of total computed score.

30.11.5 Return
The entries in multi-round duration events need not be returned to the officials except as required by Rules 9.10 - Impound and/or 30.11.2 - Number of Models.

31 PARACHUTE DURATION

31.1 Scope
Parachute Duration comprises seven events open to single-stage entries containing one or more parachutes for recovery purposes. The purpose of this competition is to achieve the longest flight duration time.

31.2 Qualification
Some portion of the parachute must protrude out of the entry and into the airflow to aid in recovery for the flight to be considered qualified.
31.3 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Parachute Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Multi-Round Maximum</th>
<th>NRC Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>40 sec</td>
<td></td>
</tr>
<tr>
<td>1/4A</td>
<td>60 sec</td>
<td>180 sec</td>
</tr>
<tr>
<td>1/2A</td>
<td>120 sec</td>
<td>360 sec</td>
</tr>
<tr>
<td>A</td>
<td>180 sec</td>
<td>540 sec</td>
</tr>
<tr>
<td>FAI A</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>240 sec</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>300 sec</td>
<td></td>
</tr>
</tbody>
</table>

32 STREAMER DURATION

32.1 Scope
Streamer Duration comprises eleven events open to single-stage entries that contain a single streamer as the only recovery device. The purpose of this competition is to achieve the longest flight duration time.

32.2 Streamer Specifications
A streamer is a continuous plane of identical cloth, plastic film, or paper; has a length-to-width ratio of 5:1 or greater; may be folded and/or creased; it may not be cut, slit, punched, and or perforated. The streamer and model must be connected by only a single line or cord, attached at the narrow end of the streamer. The cord may not be connected to either the streamer or the model at more than one point (e.g., no yokes are permitted).

32.2.1 FAI Streamers
For FAI class streamer duration, the streamer must have a length-to-width ratio of 10:1 or greater. The cord attaching the streamer to the model may be attached to a loop of thread that is attached to each corner of the narrow end of the streamer.

32.3 Assembly
Several pieces of material may be joined into a single streamer. All such joints must be parallel to the narrow axis of the streamer. All pieces of the streamer must consist of identical material.

32.4 Qualification
Some portion of the streamer must protrude out of the entry and into the airflow to aid in recovery for the flight to be considered qualified.

32.5 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Streamer Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Multi-Round Maximum</th>
<th>NRC Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>20 sec</td>
<td></td>
</tr>
<tr>
<td>1/4A</td>
<td>30 sec</td>
<td>90 sec</td>
</tr>
<tr>
<td>1/2A</td>
<td>60 sec</td>
<td>180 sec</td>
</tr>
<tr>
<td>A</td>
<td>120 sec</td>
<td>360 sec</td>
</tr>
<tr>
<td>FAI A</td>
<td>180 sec</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>180 sec</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>240 sec</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>G</td>
<td>300 sec</td>
<td></td>
</tr>
</tbody>
</table>

33 HELICOPTER DURATION

33.1 Scope
Helicopter Duration comprises eleven events open to any single-stage model rocket that uses autorotation as the sole means of recovery. The purpose of this competition is to achieve the longest flight duration using an autorotating recovery system.
33.2 Autorotation
Each entry must be decelerated during descent by its auto-rotating recovery device. The resulting autorotation must be around the vertical axis. An entry that descends nose first, or flips over during descent is permitted.

33.3 Recovery
Recovery devices employing flexible (e.g., plastic film or cloth) surfaces are prohibited. Entries using a recovery system that is designed to act (or that actually acts) in a manner similar to a parachute, a rigid inverted bowl, or similar techniques are specifically excluded from this competition.

33.4 Qualification
The entry must make a minimum of one complete rotation around its vertical axis during the recovery portion of the flight to be considered qualified.

33.5 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Helicopter Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Multi-Round Maximum</th>
<th>NRC Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>20 sec</td>
<td></td>
</tr>
<tr>
<td>1/4A</td>
<td>30 sec</td>
<td>90 sec</td>
</tr>
<tr>
<td>1/2A</td>
<td>60 sec</td>
<td>180 sec</td>
</tr>
<tr>
<td>A</td>
<td>120 sec</td>
<td>360 sec</td>
</tr>
<tr>
<td>FAI A</td>
<td>180 sec</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>180 sec</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>240 sec</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>G</td>
<td>300 sec</td>
<td></td>
</tr>
</tbody>
</table>

34 BOOST GLIDER DURATION

34.1 Scope
Boost Glider Duration comprises ten events open to any model rocket, one portion of which returns to the ground in stable, gliding flight supported by aerodynamic lifting surfaces that sustain that portion against gravity. If the entry is staged, the gliding portion must be part of the uppermost stage. The entry may separate into multiple pieces; only the gliding portion is timed and needs to be returned per Rule 30.9 - Return. Entries whose gliding surfaces are made of flexible materials (e.g., plastic film or cloth) are prohibited from this event. The purpose of this competition is to achieve the longest flight duration time.

34.2 Qualification
During the recovery portion of the flight, the entry’s gliding portion must achieve a minimum of a 1:1 glide ratio at some point to be considered qualified.

34.3 Disqualification
The glider must not be deployed during the motor’s thrust phase- otherwise the entry must be disqualified for pod separation. Non-gliding portions of the entry may deploy parachutes and/or streamers for recovery purposes. However, any gliding portion of the entry that descends with parachute and/or streamer recovery device(s) intentionally attached must be disqualified.

34.4 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Boost Glider Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Multi-Round Maximum</th>
<th>NRC Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>30 sec</td>
<td></td>
</tr>
<tr>
<td>1/4A</td>
<td>45 sec</td>
<td>135 sec</td>
</tr>
<tr>
<td>1/2A</td>
<td>90 sec</td>
<td>270 sec</td>
</tr>
<tr>
<td>A</td>
<td>120 sec</td>
<td>360 sec</td>
</tr>
<tr>
<td>B</td>
<td>240 sec</td>
<td></td>
</tr>
<tr>
<td>C</td>
<td>270 sec</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>270 sec</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>G</td>
<td>300 sec</td>
<td></td>
</tr>
</tbody>
</table>
35 ROCKET GLIDER DURATION

35.1 Scope
Rocket Glider Duration comprises eleven events open to any single-staged model rocket that returns to the ground in stable, gliding flight supported by aerodynamic lifting surfaces which sustain it against gravity. Entries whose gliding surfaces are made of flexible materials (e.g., plastic film or cloth) are prohibited from this event. The purpose of this competition is to achieve the longest flight duration time.

35.2 Qualification
During the recovery portion of the flight, the entry must achieve a minimum of a 1:1 glide ratio at some point to be considered qualified.

35.3 Disqualification
Any entry that descends with parachute and/or streamer recovery device(s) attached must be disqualified. Any entry that separates into two or more unattached parts, or ejects its motor must be disqualified.

35.4 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Rocket Glider Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Multi-Round Maximum</th>
<th>NRC Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>30 sec</td>
<td></td>
</tr>
<tr>
<td>1/4A</td>
<td>45 sec</td>
<td>135 sec</td>
</tr>
<tr>
<td>1/2A</td>
<td>90 sec</td>
<td>270 sec</td>
</tr>
<tr>
<td>A</td>
<td>120 sec</td>
<td>360 sec</td>
</tr>
<tr>
<td>FAI A</td>
<td>180 sec</td>
<td></td>
</tr>
<tr>
<td>B</td>
<td>180 sec</td>
<td>540 sec</td>
</tr>
<tr>
<td>C</td>
<td>240 sec</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td>270 sec</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td>300 sec</td>
<td></td>
</tr>
<tr>
<td>G</td>
<td>300 sec</td>
<td></td>
</tr>
</tbody>
</table>

36 FLEX WING BOOST GLIDER DURATION

36.1 Scope
Flex Wing Boost Glider Duration comprises ten events open to any model rocket, one portion of which returns to the ground in stable, gliding flight supported by flexible aerodynamic lifting surfaces which sustain that portion against gravity. If the entry is staged, the gliding portion must be part of the uppermost stage. The entry may separate into multiple pieces; only the gliding portion is timed and needs to be returned per Rule 30.9 - Return. The purpose of this competition is to achieve the longest flight duration time.

36.2 Qualification
During the recovery portion of the flight, the entry’s gliding portion must achieve a minimum of a 1:1 glide ratio at some point to be considered qualified.

36.3 Disqualification
Non-gliding portions of the entry may deploy parachutes and/or streamers for recovery purposes. However, any gliding portion of the entry that descends with parachute and/or streamer recovery device(s) intentionally attached must be disqualified.

36.4 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Flex Wing Boost Glider Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Multi-Round Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>30 sec</td>
</tr>
<tr>
<td>1/4A</td>
<td>45 sec</td>
</tr>
<tr>
<td>1/2A</td>
<td>90 sec</td>
</tr>
<tr>
<td>A</td>
<td>120 sec</td>
</tr>
<tr>
<td>B</td>
<td>180 sec</td>
</tr>
<tr>
<td>C</td>
<td>240 sec</td>
</tr>
<tr>
<td>D</td>
<td>270 sec</td>
</tr>
<tr>
<td>E</td>
<td>300 sec</td>
</tr>
</tbody>
</table>
37 EGG LOFTING DURATION

37.1 Scope
Egg Lofting Duration comprises six events open to single-stage model rockets that carry, as a totally enclosed payload, one raw egg intended to simulate carrying an astronaut. The purpose of this competition is to achieve the longest flight duration and recover the payload without damage.

37.2 Eggs
Eggs must be raw and have a mass of not less than 57 grams and not more than 63 grams; and measuring no more than 45 millimeters in diameter. Prior to flight each egg must be uniquely marked and the mark must be recorded on the competitor’s flight card. A competitor shall not be required to use an egg that has been previously lofted by another competitor. No material may be affixed to the egg (e.g., glue or tape).

37.3 Return
Following the flight, the competitor must present his/her entry as recovered and, in the presence of an official, must remove the egg. If the shell of the egg is broken or cracked, the entry must be disqualified. If an official cannot examine the egg, or the competitor removes the egg in the absence of officials, or breaks the egg in the process of removing it, the entry must be disqualified. If an official cannot examine the egg, the entry will be disqualified. Any entry that is caught or cushioned prior to landing must be disqualified. Rule 10.4 - Return of Inaccessible Models does not apply.

37.4 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Egg Lofting Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>300 sec</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>300 sec</td>
</tr>
<tr>
<td>C</td>
<td></td>
</tr>
<tr>
<td>D</td>
<td></td>
</tr>
<tr>
<td>E</td>
<td></td>
</tr>
<tr>
<td>F</td>
<td></td>
</tr>
<tr>
<td>G</td>
<td></td>
</tr>
</tbody>
</table>

37.5 Scoring
Egg Lofting Duration must be scored as follows: The competitor whose model achieves the longest duration for a single flight is the winner.

38 DUAL EGG LOFTING DURATION

38.1 Scope
Dual Egg Lofting Duration comprises five events open to single-stage model rockets that carry as a totally enclosed payload, two raw eggs intended to simulate carrying two astronauts. The purpose of this competition is to achieve the longest flight duration and recover the payload without damage.

38.2 Eggs
Eggs must be raw and have a mass of not less than 57 grams and not more than 63 grams; and measuring no more than 45 millimeters in diameter. Prior to flight each egg must be uniquely marked and the marks must be recorded on the competitor’s flight card. A competitor shall not be required to use one or more eggs that have been previously lofted by another competitor. No material may be affixed to the egg(s) (e.g., glue or tape).

38.3 Return
Following the flight, the competitor must present his/her entry as recovered and, in the presence of an official, must remove the eggs. If the shell of the egg(s) is broken or cracked, the entry must be disqualified. If the official cannot examine the eggs, or the competitor removes the eggs in the absence of officials, or breaks the eggs in the process of removing them, the entry must be disqualified. Any entry that is caught or cushioned prior to landing must be disqualified. Rule 10.4 - Return of Inaccessible Models does not apply.

38.4 Classes

http://www.nar.org/contest-flying/
This event is divided into five classes based on the permissible total impulse of the motor(s). The following classes of Dual Egg Lofting Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Minimum Length (centimeters)</th>
<th>Maximum Length (centimeters)</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>38.5</td>
<td>50</td>
</tr>
<tr>
<td>D</td>
<td>43.5</td>
<td>70</td>
</tr>
<tr>
<td>E</td>
<td>50</td>
<td>100</td>
</tr>
<tr>
<td>F</td>
<td>75</td>
<td>150</td>
</tr>
<tr>
<td>G</td>
<td>100</td>
<td>200</td>
</tr>
</tbody>
</table>

38.5 Scoring
Dual Egg Lofting Duration must be scored as follows: The competitor whose model achieves the longest duration on a single flight is the winner.

39 SUPERROC DURATION

39.1 Scope
Superroc Duration comprises ten events open to single-stage model rockets whose body length is no less than the minimum specified in 39.5 for the motor class of the event. The purpose of this competition is to achieve the longest flight with the longest possible rocket, while avoiding structural failure of the airframe.

39.2 Structural Failure
An entry that separates, folds, or has structural failure prior to ejection must be disqualified.

39.3 Safety
Entries must comply with the provisions of Rule 1.2 - Model Rocket.

39.4 Scoring
Superroc Duration must be scored as follows: the length of the entry to the nearest centimeter as measured from the tip of the nose cone to the end of the motor nozzle, up to the maximum length for that category, must be awarded as static points. If the entry has more than one motor, the length must be measured to the motor nozzle closest to the tip of the nose cone. No additional points are awarded for any length beyond the maximum. The achieved duration of the entry in seconds must be awarded as flight points. The static points and flight points obtained must be multiplied to determine the score. The competitor achieving the highest score must be declared the winner. When posting, printing, or maintaining contest results or performance records, an entry's time in seconds must be shown with its composite score.

39.5 Classes
This event is divided into classes based on the permissible total impulse of the motor(s). The following classes of Superroc Duration are established:

<table>
<thead>
<tr>
<th>Motor Class</th>
<th>Minimum Length (centimeters)</th>
<th>Maximum Length (centimeters)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/8A</td>
<td>12</td>
<td>25</td>
</tr>
<tr>
<td>1/4A</td>
<td>25</td>
<td>50</td>
</tr>
<tr>
<td>1/2A</td>
<td>50</td>
<td>100</td>
</tr>
<tr>
<td>A</td>
<td>75</td>
<td>150</td>
</tr>
<tr>
<td>B</td>
<td>100</td>
<td>200</td>
</tr>
<tr>
<td>C</td>
<td>125</td>
<td>250</td>
</tr>
<tr>
<td>D</td>
<td>150</td>
<td>300</td>
</tr>
<tr>
<td>E</td>
<td>175</td>
<td>359</td>
</tr>
<tr>
<td>F</td>
<td>200</td>
<td>400</td>
</tr>
<tr>
<td>G</td>
<td>225</td>
<td>450</td>
</tr>
</tbody>
</table>

40 PRECISION DURATION

40.1 Scope
Precision Duration comprises three events open to any single-staged model rocket. The purpose of this competition is to accurately predict the duration that an entry will achieve.

40.2 Classes
The three classes of Precision Duration are:

40.2.1 Predicted Duration
The competitor must predict the duration in seconds that the entry will achieve. The competitor's prediction must be recorded on the flight card and given to the official(s) prior to any official flight by the competitor at the meet. The minimum duration prediction is 30 seconds.
40.2.2 Set Duration
The Contest Director must set the target duration when the meet is sanctioned. This target duration must appear on the sanction form and all appropriate meet information. The target duration must be no less than 30 and no more than 120 seconds in increments of 5 seconds.

40.2.3 Random Duration
The Contest Director must select the target duration just prior to when the event is flown, by random selection. The target duration must be no less than 30 and no more than 120 seconds in increments of 5 seconds.

40.3 Practice
Practice flights are not allowed on the day the event is flown.

40.4 Number of Flights
Entries must be allowed only one official flight in Precision Duration. In the case of a timer malfunction, any re-flight must be made by the same entry, and no changes in configuration, motor type, or prediction must be allowed.

40.5 Control
The entry may not be radio controlled. The entry must not contain a dethermalizer or other device whose purpose is to cause the entry to land after a predetermined amount of elapsed time. Any entry that is caught or interfered with prior to landing must be disqualified. Any entry that drifts out of sight of the timers while still in flight must earn only flight points.

40.6 Scoring
Precision Duration must be scored as follows: the achieved duration of the entry must be divided by the target duration, and the result multiplied by 100. This figure must then be rounded to the nearest 0.1%. If the result is greater than or equal to 100, subtract 100 from it; otherwise, subtract it from 100. The competitor whose score comes closest to zero is declared the winner.

40.7 Return
Return of the entry to the officials is not required except as stated in Rule 9.10 - Impound.

41 – 49 Reserved for future events
CRAFTSMANSHIP COMPETITION

50 CRAFTSMANSHIP JUDGING

50.1 Judging
Craftsmanship events require static judging. The same team of one or more judges must judge all craftsmanship entries in an event that are in the same competition division.

50.2 Insufficient Data
If an entry is found to lack sufficient data, the competitor will be allowed a reasonable amount of time to correct for the deficiency.

50.3 Conflict of Interest
A judge entered in an event shall not judge his/her own entry, or any entry in competition with it.

50.4 Viewing Period
It is recommended that the Contest Director set aside periods of time at which entries may be viewed by the competitors and guests. The intent of this practice is to stimulate interest in craftsmanship events in competitors who may not otherwise enter such events and improve the craftsmanship of those competitors who regularly do.

50.5 NAR Number
The competitor’s name or NAR number is required to be on the model per Rule 9.4 - NAR Number.

50.6 Judging Condition
Entries must be judged in flight condition, with the exception that motor(s) and recovery system need not be present. Any clear plastic fins, launching lugs and fittings, and other exterior flight items must be attached to the entry during judging. Pop lugs are considered part of the launcher, not of the model. Nothing may be added to the entry, nor taken off the exterior of the entry, between judging and flight, except the motor(s) and recovery system(s). If unusual launching or recovery devices are to be used it should be so noted in the data presented.

50.7 Accidental Damage
Any damage to an entry while it is in the custody of the judges or meet officials must not be held against the competitor, and the competitor must have the opportunity to repair the entry without penalty.

50.8 Human Intervention
Craftsmanship entries are judged for flight damage; therefore, no human intervention (e.g., catching the entry or cushioning its landing) will be allowed between launch and touchdown. Alternately competitor’s may choose to catch their entries. In this case, entries that are caught must be judged as if they had sustained maximum damage on landing, but will not be disqualified. If the intervention was accidental and/or inadvertent, in the opinion of the Range Safety Officer, the flight may be judged as having sustained maximum damage points or an unofficial flight at the option of the competitor. The competitor must inform the applicable contest official of his/her decision to accept or reject the flight as an official flight prior to any subsequent flight by the competitor in that event.

50.9 Lost Models
Craftsmanship entries that cannot be returned to the judges must be judged as if it had sustained maximum damage on landing, but will not be disqualified, except as per Rule 9.10 - Impound. Rule 10.4 - Return of Inaccessible Models will not apply.

50.10 Craftsmanship at NRC Launches

50.10.1 Static Judging
Static Judging will follow the same rules per the craftsmanship event being flown with the following exceptions:

50.10.1.1 Data Packet
The contestant shall submit the data packet electronically. The procedure for doing this is to send an email to the Contest Board Chair (see contacts directory link on page iv) to request an upload URL link. The Contest Board will respond with the link to where the data is to be uploaded.

50.10.1.2 Scale Like Qualities Judging
The contestant shall submit two or more photos showing both the front and the back of the overall completed model. Be sure that the exterior of the model is in flight condition (any clear plastic fins installed, etc.). At least one supplied photo must show the contestants NAR number, Team number, or name.
50.10.1.3 Craftsmanship and Detail Judging
The contestant shall submit two or more close up photos that document workmanship and any detailing. Additional photos are encouraged since the model will only receive points in a category to the extent there is supporting photographic documentation.

50.10.1.4 Flight Characteristics
The model must make a safe, qualified flight. 100 points will be awarded for “General Flight” if the model makes a qualified flight. Photos or videos of the flight are not required.

50.10.1.5 Mission Points
Due to limitation of remote judging, mission points will be limited to the following:
- Clustering – per the clustering table in the Mission Points Worksheet (see below)
- Staging – 25 points per additional ignited stage
- Jettison – 15 points for jettisoned assemblies (must comply with Safety Code)
- Gliding – 50 points for successful gliding recovery

<table>
<thead>
<tr>
<th>Clustering &amp; Air-Start</th>
<th>Points Awarded for Cluster Realism: Starting from 10 points, deduct for deviations from the &quot;scale&quot; positions of the motors. 0 points if positions can’t be determined from the substantiation data.</th>
</tr>
</thead>
<tbody>
<tr>
<td>90 points maximum all stages</td>
<td>Points Awarded for Air-Start: 10 points for each instance of air-start ignition of motor(s), including a clustered upper stage. Deduct up to 5 points for out-of-sequence ignition.</td>
</tr>
<tr>
<td>Primary Motor: Within two impulse categories of largest motor in a stage</td>
<td></td>
</tr>
<tr>
<td>Secondary Motor: More than two impulse categories smaller than the largest motor in a stage</td>
<td></td>
</tr>
</tbody>
</table>

51 SPORT SCALE

51.1 Scope
Sport Scale comprises three events open to any entry that closely resembles an existing or historical guided missile, rocket vehicle, or space vehicle, that has flown under rocket power. The purpose of this competition is to produce an accurate, flying replica of a real rocket powered vehicle that is judged for craftsmanship in construction, finish, and flight performance. Sport Scale differs from Scale in that the dimensions of the entry are not measured.

51.2 Classes
The following classes of Sport Scale exist:

51.2.1 Sport Scale
Entries may be any size.

51.2.2 Peanut Sport Scale
The entry may be a maximum of 30 centimeters in overall length or a maximum of 2 centimeters in body diameter. When judging this class, the increased difficulty of building a very small model should be considered.

51.2.3 Giant Sport Scale
The entry must be a minimum of 100 centimeters in overall length or a minimum of 10 centimeters in body diameter. Vehicles with significant outer assemblies or winged vehicles qualify if their length plus wingspan totals at least 100 centimeters or if their girth (as measured around in a plane perpendicular to the centerline of the model) by a length of string around the components not including the fins or wings) totals at least 31.4 centimeters.

51.3 Exclusions
Sport Scale entries of amateur rockets or missiles are specifically excluded from this event, except when the prototype is of obvious historical significance.

51.4 Non-Flying Prototypes
Entries in Sport Scale may model a non-flying or inert vehicle if its configuration is representative of a historical vehicle configuration.

51.5 Plastic Models
Entries that qualify for Plastic Model Conversion per Rule 56 - Plastic Model Conversion, are specifically excluded from this event. Parts from commercial plastic kits may be used on scale entries provided this is pointed out in the data presented with the entry for judging.

51.6 Kits
Commercially available scale model rocket kits are acceptable for entry.
51.7 Data
The competitor must supply data to substantiate his/her entry’s adherence to scale in shape, color, and paint pattern.

51.8 Stages
If the prototype is a multi-stage vehicle, the entry may be designed so that some or all of the upper stages are inoperable dummies. However, an entry of one or more of the upper stages of a multi-stage vehicle may not be entered without the operable lower stage(s) unless specific data is furnished to prove to the judges that the upper stage(s) have flown.

51.9 Transparent Fins
Transparent fins are allowed for the purpose of stabilizing an entry. The transparent fins and their attachment must be judged for craftsmanship along with the entry.

51.10 Judging
Entries must be judged for static points in the following manner: Scale-like qualities are to be judged from a distance of at least one meter from the model. Judges may then closely examine the model to judge it for craftsmanship.

51.11 Flight
An entry that does not make a safe, stable flight must be disqualified. Any flight including re-flights that are missing significant component(s) (i.e.; booster pods, fins, transitions, escape towers, payload sections, nose cones), must be disqualified. Any flight including re-flights may fly missing small surface details (i.e. non-functional lugs, antennas, landing pads/wheels, etc.), this will be scored as damage.

51.12 Static Judging

51.12.1 Similarity of Outline: 200 points
The competitor is required to submit data to substantiate his/her entry’s visual resemblance to the prototype. Minimum allowable data consists of:
- A line, tone, or color drawing; or
- One or more clear photographs, halftones, or photo-reproductions of the prototype, sufficient to show the outline and general configuration of the prototype modeled.

51.12.2 Finish, Color, and Markings: 200 points
The competitor should submit data to substantiate his/her model’s fidelity to the prototype. Such as:
- One or more clear photographs, halftones, or photo-reproductions, including at least one in color. The number of these submitted should be sufficient to substantiate additional views of the model on which the color pattern and markings differ significantly.
- Other published pictorial representations, such as a color painting, or a drawing from a magazine.
- A detailed written description and/or drawing (which may be created by the competitor), from verifiable source, of the color scheme and markings, accompanied by a drawing of the prototype on which the color scheme and markings described have been included.

Any entry not accompanied by data substantiating the finish, color, and markings of the prototype must be given zero points for Finish, Color and Markings.

51.12.3 Degree of Difficulty: 100 points
Points must be awarded according to the difficulty experienced by the competitor in building the model and adapting it for flight. Consideration should be given to whether the entry was built from a kit. Points should be awarded for parts and details that were individually constructed by the competitor. To facilitate judging, the competitor should point out difficult assemblies or construction problems in his/her data.

51.12.4 Craftsmanship: 300 points
Points will be awarded for neatness, care in construction, craftsmanship of details, and quality of finish. Consideration should be given to the invisibility of body seams and wood grain, and the accurate reproduction of curved lines and edges. The finish should be free of fingerprints, brush strokes, runs, or other unintentional blemishes, and the paint pattern should be well defined.

51.13 Flight Characteristics: 300 points

51.13.1 Mission: 200 points
Mission points are awarded for the entry’s appropriate and scale-like operation of the prototype during flight. Examples of such operations are staging, simulated cloud seeding, operation of electronic payload, and smoke ejection. Any such operation that does not comply with the safety standards set
forth in the Sporting Code shall be disqualified. The RSO is the only official who may rule on the safety of the entry’s operation.

51.13.2 General Flight: 100 points
General flight points are awarded for proper operation of the entry during flight, including launch, lack of misfires, stability, recovery, and lack of damage on landing. No consideration should be given to staging or scale-like flight characteristics, as they are covered under mission points. However, if the general flight performance of the entry is adversely affected by the failure of one or more of these aspects, general flight points may be deducted.

51.14 Damage
Damage must be judged cumulatively with each flight, assessed from the judged condition of the entry to the condition presented to the judge post-flight. Damage caused by catastrophic failure must not be counted against the entry’s flight points.

51.15 Scoring
Sport Scale must be scored as follows: the entry’s static points are added to its flight points. The competitor receiving the highest score is the winner.

52 SCALE

52.1 Scope
Scale comprises a single event open to any model rocket that is a true scale model of an existing or historical guided missile, rocket vehicle, or space vehicle, that has flown under rocket power. The purpose of this competition is to produce an accurate, flying replica of a real rocket powered vehicle that is judged for craftsmanship in construction, finish, and flight performance.

52.2 Exclusions
Prototypes of amateur rockets or missiles are specifically excluded from this competition, except when the prototype is of obvious historical significance.

52.3 Non-Flying Prototypes
Entries in Scale may model a non-flying or inert prototype if its configuration is representative of a historical vehicle configuration.

52.4 Plastic Models
Entries that qualify for Plastic Model Conversion per Rule 56 - Plastic Model Conversion, are specifically excluded from this event. Parts from commercial plastic kits may be used provided this is pointed out in the data presented with the entry for judging.

52.5 Kits
Commercially available scale model rocket kits are acceptable for entry only if accompanied by additional substantiating data other than that contained in the kit. The competitor must be responsible for ascertaining the correct scale qualities of the kit, and must present satisfactory evidence that the entry is to the correct scale.

52.6 Serial Numbered Prototype
The competitor should model one particular serial-numbered prototype (or round), except in the case where the prototype is in such extensive mass production that no single individual vehicle can be singled out for entry. However, the competitor must make every reasonable attempt to model a specific prototype, since any generalization may detract from his/her score.

52.7 Data
The competitor must supply data to substantiate his/her entry’s adherence to scale in dimension, shape, color, and paint pattern.

52.8 Stages
If the prototype is a multi-stage vehicle, the entry may be designed so that some or all of the upper stages are inoperable dummies. However, an entry of one or more of the upper stages of a multi-stage vehicle may not be entered without the operable lower stage(s) unless specific data is furnished to prove to the judges that the upper stage(s) has been flown.

52.9 Transparent Fins
Transparent fins are allowed for the purpose of stabilizing an entry. The transparent fins and their attachment must be judged for craftsmanship along with the entry.
52.10 Flight
An entry that does not make a safe, stable flight must be disqualified. Any flight including re-flights that are missing significant component(s) (i.e.; booster pods, fins, transitions, escape towers, payload sections, nose cones), must be disqualified. Any flight including re-flights may fly missing small surface details (i.e. non-functional lugs, antennas, landing pads/wheels, etc.), this will be scored as damage.

52.11 Static Judging

52.11.1 Scale Data: 50 points
Points must be awarded for data that exceeds the minimum requirements; however, data will be judged on quality, not quantity. All data presented should apply to the particular prototype that is being modeled. Minimum allowable data consists of:
- Scale factor
- Overall length
- Significant body diameter(s)
- Nose cone length
- Fin length and width (if applicable to the prototype)
- Length of transition pieces (if applicable)
- Color pattern (documented either in writing or by photographs)
- One clear photograph, halftone, or photo-reproduction
- For at least all required dimensions listed above, both the actual (prototype) dimensions and the scaled (model) dimensions presented in a table or on a drawing

Dimensional data must be from an accurate source, such as magazines, books, the prototype manufacturer's specifications or data sheets, and so on. Dimensions for which explicit data cannot be found may be calculated by proportioning drawings or photos; dimensions obtained in this manner must be so identified in the data. Drawings prepared by the competitor to facilitate judging must be accompanied by substantiating data or drawings. Photographs from any source are acceptable. The photograph requirement may be satisfied by reproductions of pictures from books and other printed material. In addition, the competitor should make an effort to include in a table or drawing, any additional dimensions (both prototype and scaled) that he/she has tried to scale. Points may be deducted if the scale data is not pertinent to the prototype. An entry must be judged against the data presented.

52.11.2 Accuracy of Major Dimensions: 200 points
Major dimensions include those required per Rule 52.11.1 - Scale Data, as well as dimensions of sub-assemblies, location of details, location of paint pattern, and so on. At least five dimensions must be checked for accuracy. The judges must measure the model dimensions to a tolerance of +/-0.5 millimeters. Points must be deducted according to the percentage of deviation from the scale dimensions. Model features so small that they cannot be measured should appear scale-like.

52.11.3 Accuracy of Color and Markings: 100 points
The color, surface finish, and texture of the entry should conform to the data and photographs. Lettering and insignia, if applicable, should be scaled and properly reproduced. Paint patterns should be properly proportioned.

52.11.4 Appearance of Details: 50 points
Details such as antennas, rivets, cover plates, bolts, prototype imperfections, and so on that appear in the data should be present and accurately scaled.

52.11.5 Craftsmanship: 300 points
Points will be awarded for neatness, care in construction, craftsmanship of details, and quality of finish. Consideration should be given to the invisibility of body seams and wood grain, and the accurate reproduction of curved lines and edges. The finish should be free of fingerprints, brush strokes, runs, or other unintentional blemishes, and the paint pattern should be well defined.

52.11.6 Degree of Difficulty: 200 points
Points must be awarded according to the difficulty experienced by the competitor in building the model and adapting it for flight. Consideration should be given to whether the entry was built from a kit. Points should be awarded for parts and details that were individually constructed by the competitor. To facilitate judging, the competitor should point out difficult assemblies or construction problems in his/her data.
52.12 Flight Characteristics: 300 points

52.12.1 Mission: 200 points
Mission points are awarded for the entry’s appropriate and scale-like operation of the prototype during flight. Examples of such operations are staging, simulated cloud seeding, operation of electronic payload, and smoke ejection. Any such operation that does not comply with the safety standards set forth in the Sporting Code must be disqualified. The RSO is the only official who may rule on the safety of the entry’s operation.

52.12.2 General Flight: 100 points
General flight points are awarded for proper operation of the entry during flight, including launch, lack of misfires, stability, recovery, and lack of damage on landing. No consideration should be given to staging or scale-like flight characteristics, as they are covered under mission points. However, if the general flight performance of the entry is adversely affected by the failure of one or more of these aspects, general flight points may be deducted.

52.13 Damage
Damage must be judged cumulatively with each flight, assessed from the judged condition of the entry to the condition presented to the judge post-flight. Damage caused by catastrophic failure must not be counted against the entry’s flight points.

52.14 Scoring
Scale must be scored as follows: the entry’s static points added to its flight points. The competitor receiving the highest score is the winner.

53 SCALE ALTITUDE

53.1 Scope
Scale Altitude comprises six events open to any model rocket that is a true scale model of an existing or historical guided missile, rocket vehicle, or space vehicle, that has flown under rocket power. The purpose of this competition is to produce an accurate, flying replica of a real rocket powered vehicle that is judged for craftsmanship in construction, finish, flight performance, and achieving the greatest possible altitude.

53.2 Judging
An entry must comply with the rules of Scale per Rule 52 - Scale.

53.3 Scoring
Scale Altitude must be scored as follows: the entry’s static points must be combined with its flight points and added to the entry’s altitude in meters. The competitor achieving the highest score must be declared the winner.

53.3.1 Flight
An entry that does not make a safe, stable flight must be disqualified. Scale altitude entries missing any items will receive an altitude score of 0 (zero).

53.4 Classes
This event is divided into classes based on the maximum permissible total impulse of the motor(s). The following classes of Scale Altitude are established:

| Motor Class | 1/8A | 1/4A | 1/2A | A | B | C |

54 CONCEPT SPORT SCALE

54.1 Scope
Concept Sport Scale comprises a single event that is a variation of Sport Scale. The purpose of this competition is to produce a flying replica of either a fictional or a proposed, but un-flown rocket vehicle. Entries that qualify for Sport Scale per Rule 51 - Sport Scale, are excluded from this event.

54.2 Exclusions
Subjects excluded from this event:
• Vehicles from unpublished fiction and amateur films
• Science fiction or futuristic designs published by model rocketry manufacturers, publications, or organizations specifically for flying model construction
• Science fiction themed rocket kits that do not appear in actual works of science fiction or rockets in generic science fiction illustrations
• Generic illustrations of a class of proposed vehicle rather than a specific program
• Real prototypes that appeared in science fiction, unless so modified that they could not be flown in Sport Scale
• Amateur rockets and missiles, except when the prototype is of obvious historical significance

54.3 Plastic Models
Entries that qualify for Plastic Model Conversion per Rule 56 - Plastic Model Conversion, are excluded from this event.

54.4 Data
The competitor must supply data to substantiate the model’s adherence in shape, color, and paint pattern. Data must derive from the work of science fiction or from an established aerospace professional, institution or company proposal.

For fictional prototypes, photos and art extracted from the work of science fiction, or from advertising or publicity for the work are acceptable. Photos and drawings of props used in filming of works of science fiction are acceptable. If the original work did not depict the vehicle in color, colors of contemporary vehicles may be used to suggest a scheme consistent with the original work.

For proposed prototypes, photos and drawings of models produced by an established aerospace professional, institution, or company is acceptable. If color or marking data is not available, the competitor may use document markings of a similarly proposed or flown design from the same era. Drawings or photographs depicting flying model kits are not acceptable.

54.5 Flight
If the entry does not make a safe, stable flight, it must be disqualified.

54.6 Static Judging

54.6.1 Similarity of Outline: 200 points
The competitor is required to submit data to substantiate his/her entry’s visual resemblance to the prototype.

54.6.2 Finish, Color, and Markings: 200 points
The competitor should submit data to substantiate his/her model’s fidelity to the prototype. Any entry not accompanied by data substantiating the finish, color, and markings of the prototype must be given zero points for Finish, Color and Markings.

54.6.3 Degree of Difficulty: 100 points
Points must be awarded according to the difficulty experienced by the competitor in building the model and adapting it for flight. Consideration should be given to whether the entry was built from a kit. Points should be awarded for parts and details that were individually constructed by the competitor. To facilitate judging, the competitor should point out difficult assemblies or construction problems in his/her data.

54.6.4 Craftsmanship: 300 points
Points will be awarded for neatness, care in construction, craftsmanship of details, and quality of finish. Consideration should be given to the invisibility of body seams and wood grain, and the accurate reproduction of curved lines and edges. The finish should be free of fingerprints, brush strokes, runs, or other unintentional blemishes, and the paint pattern should be well defined.

54.7 Flight Characteristics: 300 points

54.7.1 Mission: 200 points
Mission points are awarded for the entry’s appropriate and scale-like operation of the prototype during flight. Any such operation that does not comply with the safety standards set forth in the Sporting Code must be disqualified. The RSO is the only official who may rule on the safety of the entry’s operation.

54.7.2 General Flight: 100 points
General flight points are awarded for proper operation of the entry during flight, including launch, lack of misfires, stability, recovery, and lack of damage on landing. No consideration should be given to staging or scale-like flight characteristics, as they are covered under mission points. However, if the general flight
performance of the entry is adversely affected by the failure of one or more of these aspects, general flight points may be deducted.

54.8 Damage
Damage must be judged cumulatively with each flight, assessed from the judged condition of the entry to the condition presented to the judge post-flight. Damage caused by catastrophic failure must not be counted against the entry’s flight points.

54.9 Scoring
Concept Sport Scale must be scored as follows: the entry’s static points are added to its flight points. The competitor receiving the highest score is the winner.

55 CLASSIC MODEL

55.1 Scope
Classic Model comprises a single event that emphasizes craftsmanship while remembering the historic legacy of model rocketry. The purpose of this competition is to produce a flying replica of a classic model rocket kit or published model rocket plan. The model must have been available for sale in kit form or published as a plan in a magazine or NAR Section newsletter prior to 1990 and the builder must provide documentation to support this. Models that are still in production can be entered in this event, including models that are reproductions of classic kits however, entries must be built and finished to represent a version of the model available for sale as a kit prior to 1990. The entry may be an up or down sized version of the original model.

55.2 Exclusions
Entries eligible per Rule 51 - Sport Scale, Rule 52 - Scale, Rule 53 - Scale Altitude, Rule 54 - Concept Sport Scale, and Rule 56 - Plastic Model Conversion are excluded from this event.

55.3 Data
The competitor must supply data to substantiate the model’s adherence to shape, color, and paint pattern. Data must be derived from a catalog, package insert and/or the kit’s instruction sheet.

55.4 Judging
Entries must be judged for static points in the following manner: Reproduction qualities are to be judged from a distance of at least one meter from the model. Judges may then closely examine the model to judge it for craftsmanship.

55.5 Flight
An entry that does not make a safe, stable flight must be disqualified. Any flight including re-flights that are missing significant component(s) (i.e.; booster pods, fins, transitions, escape towers, payload sections, nose cones), must be disqualified. Any flight including re-flights may fly missing small surface details (i.e. non-functional lugs, antennas, landing pads/wheels, etc.), this will be scored as damage.

55.6 Static Judging

55.6.1 Similarity of Outline: 200 points
The competitor is required to submit data to substantiate his/her entry’s visual resemblance to the prototype.

55.6.2 Finish, Color, and Markings: 200 points
The competitor should submit data to substantiate his/her model’s fidelity to the prototype. Any entry not accompanied by data substantiating the finish, color, and markings of the prototype must be given zero points for Finish, Color and Markings.

55.6.3 Degree of Difficulty: 100 points
Points must be awarded according to the difficulty experienced by the competitor in building the model and adapting it for flight. Consideration should be given to whether the entry was built from a kit. Points should be awarded for parts and details that were individually constructed by the competitor. To facilitate judging, the competitor should point out difficult assemblies or construction problems in his/her data.

55.6.4 Craftsmanship: 300 points
Points will be awarded for neatness, care in construction, craftsmanship of details, and quality of finish. Consideration should be given to the invisibility of body seams and wood grain, and the accurate reproduction of curved lines and edges. The finish should be free of fingerprints, brush strokes, runs, or other unintentional blemishes, and the paint pattern should be well defined.
55.7 Flight Characteristics: 300 points

55.7.1 Mission: 100 points
Mission points are awarded for the entry’s characteristics that mimic the operation of the classic rocket kit prototype during flight (i.e., clustering, staging, glide recovery).

55.7.2 General Flight: 200 points
General flight points are awarded for proper operation of the entry during flight, including launch, lack of misfires, stability, recovery, and lack of damage on landing. No consideration should be given to staging or prototype-like flight characteristics, as they are covered under mission points. However, if the general flight performance of the entry is adversely affected by the failure of one or more of these aspects, general flight points may be deducted.

55.8 Damage
Damage must be judged cumulatively with each flight, assessed from the judged condition of the entry to the condition presented to the judge post-flight. Damage caused by catastrophic failure must not be counted against the entry’s flight points.

55.9 Scoring
Classic Model must be scored as follows: the entry’s static points are added to its flight points. The competitor receiving the highest score is the winner.

56 PLASTIC MODEL CONVERSION

56.1 Scope
Plastic Model Conversion comprises a single event open to entries that have been assembled from plastic or resin model kits of guided missiles, rocket vehicles, space vehicles, or jets whose engines are in or spaced apart to the rear of the fuselage. The entry must be one that the manufacturer did not produce as a model to be flown; and it must be modified for flight by the competitor. The purpose of this competition is to produce a flying model from a kit originally intended as a static model and that shows craftsmanship in construction, finish, and flight performance. The entry must be representative of the kit chosen, as designed by the manufacturer.

56.2 Construction
Modifications necessary to convert the model for flight are allowed. However, the basic structure and configuration of the entry must be as designed by the manufacturer of the kit. Details may be obtained from other plastic kits, or constructed by the competitor. Components necessary to convert the model for flight may be made of any safe material and obtained from any source.

56.3 Transparent Fins
Transparent fins are allowed for the purpose of stabilizing an entry. The transparent fins and their attachment must be judged for craftsmanship along with the entry.

56.4 Flight
An entry that does not make a safe, stable flight must be disqualified. Any flight including re-flights that are missing significant component(s) (i.e.: booster pods, fins, transitions, escape towers, payload sections, nose cones), must be disqualified. Any flight including re-flights may fly missing small surface details (i.e. non-functional lugs, antennas, landing pads/wheels, etc.), this will be scored as damage.

56.5 Static Judging

56.5.1 Craftsmanship: 500 points
Points are awarded in the following categories:
• Neatness and care in construction: 150 points
• Craftsmanship of details: 100 points
• Degree and quality of finish: 100 points
• General appearance: 150 points

56.5.2 Degree of Difficulty: 300 points
Points are awarded according to the difficulty experienced by the competitor in building the model, according to the following schedule:
• Asymmetries inherent in the model: 40 points
• Intricacy of paint pattern: 80 points
• Degree of detailing required: 80 points. This category includes such items as the number of external or visible internal components and details that had to be added or reconstructed individually by the competitor.
• Difficulty of stabilizing model: 50 points
• Difficulty of adapting the model for flight: 50 points

The judges should consider that entries exhibiting an equal degree of craftsmanship might have required unequal amounts of time and effort because of the uniqueness of the kit. To facilitate judging, the competitor should point out difficult assemblies or construction problems in a note to the judges.

56.6 Flight Characteristics: 300 points

56.6.1 Mission: 200 points
Mission points are awarded for the entry’s appropriate and scale-like operation of the prototype during flight. Examples of such operations are staging, simulated cloud seeding, operation of electronic payload, and smoke ejection. Any such operation that does not comply with the safety standards set forth in the Sporting Code must be disqualified. The RSO is the only official who may rule on the safety of the entry’s operation.

56.6.2 General Flight: 100 points
General flight points are awarded for proper operation of the entry during flight, including launch, lack of misfires, stability, recovery, and lack of damage on landing. No consideration should be given to staging or scale-like flight characteristics, as they are covered under mission points. However, if the general flight performance of the entry is adversely affected by the failure of one or more of these aspects, general flight points may be deducted.

56.7 Damage
Damage must be judged cumulatively with each flight, assessed from the judged condition of the entry to the condition presented to the judge post-flight. Damage caused by catastrophic failure must not be counted against the entry’s flight points.

56.8 Scoring
Plastic Model Conversion must be scored as follows: the entry’s static points are added to its flight points. The competitor receiving the highest score is the winner.

57 – 59 Reserved for future events
MISCELLANEOUS COMPETITION

60 SPOT LANDING

60.1 Scope
Spot Landing comprises three events open to single-staged entries. The purpose of this competition is to land the entry so that the tip of its nose cone is closest to a predetermined spot on the ground.

60.2 Classes
The three classes of Spot Landing are:

60.2.1 Open Spot Landing
Any type of recovery allowed.

60.2.2 Parachute Spot Landing
Each entry must fully and completely deploy a parachute, with dimensions no less than 15 square centimeters or 15 centimeters in diameter for recovery purposes.

60.2.3 Streamer Spot Landing
Each entry must fully and completely deploy a streamer with dimensions not less than 25 millimeters by 300 millimeters.

60.3 Control
The entry may not be remotely controlled or remotely guided.

60.4 Recovery
Each entry must fully comply with Rule 3.5 - Reusability.

60.5 Separation
An entry must not separate into two or more unattached pieces.

60.6 Number of Flights
Each entry must be allowed only one official flight.

60.7 Practice
Practice flights are not allowed on the day the event is flown.

60.8 Scoring
Spot Landing must be scored as follows: the distance between the tip of the entry’s nose cone (or motor nozzle if there is no nose cone) and the target spot must be measured by the officials in meters to the nearest centimeter. If the tip of the nose cone lands more than 50 meters from the spot, the entry shall not place, will receive flight points, otherwise, the entry must be given a score equal to its distance in meters, measured to the nearest centimeter. The competitor achieving the smallest score must be the winner.

60.9 Flight Points
Any entry that lands such that it cannot be measured or found may only be awarded flight points.

61 PRECISION PAYLOAD

61.1 Scope
Precision Payload comprises three events open to single-stage model rockets that totally enclose the specified payload(s) for each class. The purpose of this competition is to accurately predict both the altitude and duration that a model will attain while carrying a payload of given mass and dimensions and recovering the payload without damage.

61.2 Payload Types
Precision Payload specifies two payload types:
• Standard NAR Payload, a non-metallic cylinder as described in Rule 22.3 - Payload Specifications.
• Fragile Payload, a raw egg as described in Rule 23.3 - Eggs.

61.3 Entry Requirements
The entry shall not separate into multiple parts per Rule 30.5 - Separation. No controlling device may be used to regulate flight altitude or duration. A competitor may submit only one entry. In case of catastrophic failure, the competitor may enter a replacement entry per Rule 11.5 - Catastrophic Failure.
61.4 Classes

61.4.1 Precision Standard Payload
The entry must carry one totally enclosed standard NAR Payload to a target altitude of 150 meters and target duration of 40 seconds.

61.4.2 Precision Fragile Payload
The entry must carry one totally enclosed raw egg to a target altitude of 300 meters and target duration of 60 seconds.

61.4.3 Precision Dual Fragile Payload
The entry must carry two totally enclosed raw eggs to a target altitude of 500 meters and target duration of 90 seconds.

61.5 Scoring
Unless otherwise noted, altitude data per Rule 20 - Altitude Data, and timing data per Rule 30 - Timing Data apply. The score for each qualified flight must be 1,000 points minus the altitude and duration errors. The altitude error is the absolute difference between the recorded altitude and the target altitude in meters. The duration error is three times the absolute difference between the recorded duration and the target duration in seconds. The formula for computing a flight score is:

\[ S = 1000 - \text{ABS}(TA - A) - 3 \times \text{ABS}(TD - D) \]

Where:
- \( S \) is the score for the flight
- \( A \) is the flight altitude in meters
- \( TA \) is the target altitude in meters
- \( D \) is the flight duration in seconds
- \( TD \) is the target duration in seconds
- \( \text{ABS}(...) \) is the absolute value function

The score for the event must be the sum of the scores for up to two official flights. The highest event score is the winner.

61.6 Return
The entry must be returned after each flight to verify that the payload(s) were retained within the entry.

61.7 Disqualification
A contest official must inspect the payload(s) after each flight. If the official cannot examine the payload(s), the flight is disqualified. If the competitor removes the payload(s) in the absence of an official, the flight is disqualified. The official may require that the standard NAR payload(s) be rechecked and must disqualify the flight if it no longer complies with Rule 22.3 - Eggs. If the fragile payload(s) are broken or cracked, the flight is disqualified. Any entry that is caught or cushioned prior to landing must be disqualified.

62 RESEARCH AND DEVELOPMENT

62.1 Scope
Research and Development is open to any NAR member who is performing research (to include historical research), or engineering new developments, in which hobby rocketry plays a primary part. The purpose of this event is to stimulate new concepts, approaches, and ideas in:
- Advancing the state-of-the-art of hobby rocketry; or
- Using hobby rocketry as a research tool; or
- Preserving the history of hobby rocketry.

Projects previously entered may not be accepted as an entry unless the competitor has demonstrated that significant new work has been done.

62.2 Proxy
This event may not be conducted by proxy, unless the Contest Director rules that special circumstances, such as illness, warrant special consideration.

62.3 Judging
Each entry in this event shall be judged by at least three judges. Although NAR membership is not a prerequisite for judging, all judges must demonstrate a working knowledge of the rules of the event, and be technically competent to judge the quality of the entries.
62.4 Entries
Research and Development entries must be submitted as a PDF file to the NAR website http://www.nar.org/rd/ no later than two weeks prior to the opening of the contest.

Note: Every report must contain the elements below in some form to be considered a qualified entry. If the report concerns a book, data compilation, product design, etc., the elements below regarding development of these subjects are also required.

Each entry shall detail –
- The objective(s) of the work
- The approach taken
- The equipment used
- The facilities used
- The data collected
- The results obtained
- The conclusions drawn
- The money spent on the project (budget)
- Further work that would clarify or extend the results obtained.

Each entry shall also include –
- A brief summary of any related Research and Development report(s) previously entered by the author
- A summary of any previous research done on the entry’s subject material which the competitor discovered while researching his/her subject.

62.5 Summary
Each Research and Development entry shall include a separate 250 - 300 word summary of the report. The NAR reserves the right to publish the summary.

62.6 Oral Presentation
The competitor should be prepared, if called upon by the judges, to make an oral presentation on his/her project. The oral presentation shall not exceed fifteen minutes. The presentation should cover briefly the material of the written report. During this presentation the competitor shall not be interrupted. No oral comments shall be made by anyone until the presentation is complete and the competitor asks for questions. At this time, the judges and members of the audience may question the competitor concerning his/her project for a time not to exceed ten minutes. The judges reserve the right to reduce the question and answer time limits.

62.7 Required Presentation
An oral presentation shall be required from those competitors being considered for the top places.

62.8 Demonstration
If required, the competitor must demonstrate his/her project in operation. Success or failure of the demonstration shall not affect the competitor’s score, provided that the competitor gives a reasonable oral explanation of the deviation from expected performance.

62.9 Safety
If any entry does not fully comply with the safety standards set forth in this Sporting Code, the competitor must present to the RSO evidence that the entry is safe in operation. Research and Development demonstration flights must be approved by the RSO per Rule 5.1.

62.10 Scoring
Research and Development shall be scored as follows: the top ten (10) places will be awarded sequentially descending from first place (1, 2, 3, 4…10). All places shall be awarded without skipping places. In case of a tie, duplicate places shall be awarded and all numerical places will be awarded as though there had been no tie. (Ex. 1, 2, 2, 3, 4…).

62.11 Right to Publish
By entering his/her Research and Development report, the author attests that it is his/her own work, and conveys to the NAR a non-exclusive right to publish the summary and/or the report in any NAR publication. The author remains free to publish or to allow publication of the summary or report anywhere else he/she may choose. If the report describes the development of or otherwise relates to a commercial product or publication, that product or publication remains the sole property of the author, and NAR may not reproduce or distribute it without permission.

63 – 69 Reserved for future events
APPENDIX A: GLOSSARY

**Catastrophic Failure (CATO):** A failure that, in the opinion of the officials, is not due to or caused by improper design, construction, or preflight preparations of the model. This can include a malfunction of the model rocket motor, a model being run over by a car or stolen, an irreversible error by a meet official such as a lost flight card, or any occurrence beyond the control of a competitor. This does not include improper assembly of a reloadable motor. A flight experiencing a catastrophic failure may or may not be declared an official flight per Rule 11.4 - Catastrophic Failure.

**Competitor:** A NAR member or a team composed of NAR members entered in a competition.

**Entry:** A model rocket entered in sanctioned competition. A scale entry must also include its scale data to be an official entry.

**First Motion:** The instant at which a model begins to move upward under the thrust provided by a model rocket motor.

**Gross Launching Mass:** The mass of a model rocket in flight condition, including fully loaded motor(s), but not including launching devices or auxiliary equipment which does not become airborne with the model.

**Misfire:** Failure of a model to make an official flight when its launch is attempted. Failure to launch caused by a malfunction of a meet-provided launch system must not be considered a misfire.

**NAR Contest Board:** Refers to the National Contest Board of the National Association of Rocketry.

**Pitch Axis:** An imaginary reference line through a model about which the model might rotate. On a typical model rocket, this axis runs side-ways through the body at the center of gravity. Since a model rocket is usually symmetrical around the roll axis, the pitch and yaw axes are usually indistinguishable. On a typical glider, the pitch axis runs side-ways through the fuselage or boom in such a manner that if the model, during gliding flight, were to rotate about the pitch axis, its nose would move up or down.

**Pop/Fly-away Lug:** A launch lug or other fitting that guides the rocket during launch, but remains connected to the launcher, or falls from the model immediately after leaving the launcher.

**Proxy:** The authority to represent or act on behalf of someone else.

**Roll Axis:** An imaginary reference line through a model about which the model may rotate without changing its direction of travel. On a typical model rocket this axis runs down the length of the model, from the center of the nose cone through the center of the motor nozzle. On a typical glider, it runs down the fuselage or boom, from the nose to the tail, in such a manner that if the model, during gliding flight, were to rotate about its roll axis, one wing tip would rise while the other fell, and the model would bank to one side.

**Safety Ruling:** A ruling by a contest official denying an entry the opportunity to fly due to considered judgment that the model would be unsafe in flight. It is also a ruling that disqualifies a model which flies in an unsafe manner.

**Stage:** Any portion or portions of the model airframe containing one or more model rocket motors. An unpowered portion of the model is not considered a stage. Clustered motors that ignite at the same time, but may be contained in multiple airframe portions such as strap-on boosters that separate in flight (i.e., Delta, Soyuz), are considered to be one stage. Upper stages must involve ignition and separation from the airframe in order to count as an additional stage. Air-starting of one or more additional motors, which do not involve separation from the model, is not considered to be an additional stage.

**Static Conditions:** The state of an entry before an official flight.

**Yaw Axis:** An imaginary reference line through a model about which the model might rotate. On a typical model rocket, this axis runs sideways through the body at the center of gravity (see pitch axis). On a typical glider, the yaw axis runs vertically through the fuselage or boom in such a manner that if the model, during gliding flight, were to rotate about the yaw axis, its nose would move left or right.
APPENDIX B: ABBREVIATIONS

B.1 OFFICIALS and ORGANIZATIONS
CD  Contest Director
FAI  Federation Aeronautique International
LCO  Launch Control Officer
NAR  National Association of Rocketry
NARAM  National Association of Rocketry Annual Meet
NFPA  National Fire Protection Agency
RSO  Range Safety Officer
SCO  Safety Check Officer

B.2 EVENTS

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<tr>
<td>STD</td>
<td>Set Duration</td>
</tr>
</tbody>
</table>

B.3 SCORING and DISQUALIFICATIONS

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAT</td>
<td>Catastrophic Failure (CATO)</td>
</tr>
<tr>
<td>DNF</td>
<td>Did Not Fly</td>
</tr>
<tr>
<td>DQ</td>
<td>Disqualified</td>
</tr>
<tr>
<td>EGG</td>
<td>Egg Broken</td>
</tr>
<tr>
<td>EJ</td>
<td>Ejected Motor</td>
</tr>
<tr>
<td>FP</td>
<td>Flight Points</td>
</tr>
<tr>
<td>IMP</td>
<td>Impound</td>
</tr>
<tr>
<td>LUB*</td>
<td>Loop Under Boost</td>
</tr>
<tr>
<td>LST</td>
<td>Lost by Timers</td>
</tr>
<tr>
<td>MAX</td>
<td>Maximum Time</td>
</tr>
<tr>
<td>NR</td>
<td>No Return</td>
</tr>
<tr>
<td>ND</td>
<td>No Data (altimeter data not available)</td>
</tr>
<tr>
<td>NC</td>
<td>Track Not Closed</td>
</tr>
<tr>
<td>NG</td>
<td>No Glide</td>
</tr>
<tr>
<td>NDP</td>
<td>No Deployment</td>
</tr>
<tr>
<td>NVB*</td>
<td>Non-Vertical Boost</td>
</tr>
<tr>
<td>PS*</td>
<td>Pod Separation (from glider while under power)</td>
</tr>
<tr>
<td>ROT</td>
<td>No Rotation</td>
</tr>
<tr>
<td>SEP</td>
<td>Separation</td>
</tr>
<tr>
<td>SHR*</td>
<td>Shred</td>
</tr>
<tr>
<td>SF</td>
<td>Structural Failure</td>
</tr>
<tr>
<td>TL</td>
<td>Track Lost</td>
</tr>
<tr>
<td>UNS*</td>
<td>Unsafe</td>
</tr>
<tr>
<td>UST*</td>
<td>Unstable</td>
</tr>
</tbody>
</table>

* Indicates that this is considered a disqualification for safety reasons
## APPENDIX C: RETURN/SCORING GUIDE

<table>
<thead>
<tr>
<th>Event</th>
<th>Applicable Section #</th>
<th>Return Required NRC*</th>
<th>Return Required NARAM*</th>
<th>Rule 10.4 Applies?</th>
<th>Scoring Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>Altitude</td>
<td>21</td>
<td>No</td>
<td>No</td>
<td>N/A</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Boost Glider Duration</td>
<td>34</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>Sum of qualified flights**</td>
</tr>
<tr>
<td>Classic Model</td>
<td>55</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>See 55.9</td>
</tr>
<tr>
<td>Cluster Altitude</td>
<td>26</td>
<td>N/A</td>
<td>Yes</td>
<td>No</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Concept Sport Scale</td>
<td>54</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>See 54.9</td>
</tr>
<tr>
<td>Dual Egg Lofting Altitude</td>
<td>24</td>
<td>N/A</td>
<td>Yes</td>
<td>No</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Dual Egg Lofting Duration</td>
<td>38</td>
<td>N/A</td>
<td>Yes</td>
<td>No</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Dual Fragile Precision Payload</td>
<td>61</td>
<td>N/A</td>
<td>Yes</td>
<td>No</td>
<td>See 61.5</td>
</tr>
<tr>
<td>Egg Lofting Altitude</td>
<td>23</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Egg Lofting Duration</td>
<td>37</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Flex Wing Glider Duration</td>
<td>36</td>
<td>N/A</td>
<td>Yes</td>
<td>Yes</td>
<td>Sum of qualified flights**</td>
</tr>
<tr>
<td>Fragile Precision Payload</td>
<td>61</td>
<td>N/A</td>
<td>Yes</td>
<td>No</td>
<td>See 61.5</td>
</tr>
<tr>
<td>Helicopter Duration</td>
<td>33</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>Sum of qualified flights**</td>
</tr>
<tr>
<td>Parachute Duration</td>
<td>31</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>Sum of qualified flights**</td>
</tr>
<tr>
<td>Payload Altitude</td>
<td>22</td>
<td>Yes</td>
<td>Yes</td>
<td>No</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Plastic Model Conversion</td>
<td>56</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>See 56.8</td>
</tr>
<tr>
<td>Precision Altitude</td>
<td>27</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>Only one official flight permitted</td>
</tr>
<tr>
<td>Precision Duration</td>
<td>40</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>Only one official flight permitted</td>
</tr>
<tr>
<td>Random Altitude</td>
<td>27</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>Only one official flight permitted</td>
</tr>
<tr>
<td>Random Duration</td>
<td>40</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>Only one official flight permitted</td>
</tr>
<tr>
<td>Research and Development</td>
<td>42</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>See 62.10</td>
</tr>
<tr>
<td>Rocket Glider Duration</td>
<td>35</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>Sum of qualified flights**</td>
</tr>
<tr>
<td>Scale</td>
<td>52</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>See 52.14</td>
</tr>
<tr>
<td>Scale Altitude</td>
<td>53</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>See 53.3</td>
</tr>
<tr>
<td>Sport Scale</td>
<td>51</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>See 51.15</td>
</tr>
<tr>
<td>Spot Landing</td>
<td>60</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>Only one official flight permitted</td>
</tr>
<tr>
<td>Standard Precision Payload</td>
<td>61</td>
<td>N/A</td>
<td>Yes</td>
<td>No</td>
<td>See 61.5</td>
</tr>
<tr>
<td>Streamer Duration</td>
<td>32</td>
<td>No</td>
<td>Yes</td>
<td>Yes</td>
<td>Sum of qualified flights**</td>
</tr>
<tr>
<td>Superroc Altitude</td>
<td>25</td>
<td>No</td>
<td>No</td>
<td>N/A</td>
<td>Best single qualified flight</td>
</tr>
<tr>
<td>Superroc Duration</td>
<td>39</td>
<td>N/A</td>
<td>Yes</td>
<td>Yes</td>
<td>Sum of qualified flights**</td>
</tr>
<tr>
<td>Multi-Round Duration</td>
<td>All MR Events</td>
<td>N/A</td>
<td>No</td>
<td>N/A</td>
<td>Sum of 3 (or more) flights</td>
</tr>
</tbody>
</table>

* Any entry may require return if a safety or rule adherence question exists see Rule 9.10 - Impound
** See Rule 10.1 - Official Flight Requirements
N/A Not Applicable
APPENDIX D: Notice of Rulemaking Procedures

Changes to Appendix “D” of the United States Model Rocket Sporting Code (USMRSC) require a vote of the NAR Board of Trustees.

Introduction
Model rocket competition in the United States is governed by the U.S. Model Rocket Sporting Code. The rules in the Sporting Code may be revised each year using the Rule Change Proposal (RCP) process. The NAR Contest Board oversees the RCP. The procedures published here explain how the RCP process works and how you can have a voice in the revision process. If you have questions about the RCP process, contact the NAR Rules Change Proposal Chair at rulechanges@nar.org

To submit a Rule Change Proposal use the form located here: RCP Submission Form

D.1- Purpose
The purpose of the Rule Change Proposal process is to assist the NAR Contest Board in accepting, managing, and implementing Sporting Code rule revisions using an open process that encourages member participation and feedback. It is the responsibility of the NAR Contest Board to provide U.S. Model Rocket Sporting Code standards and policies that will promote and develop competition model rocketry through member participation.

D.2- General Considerations
D.2.1 - There is no fee associated with submitting a rule change proposal.
D.2.2 - Care should be taken to avoid RCP’s that may generate rules that conflict or overlap with existing rules in the Sporting Code.
D.2.3 - Accepted Regular type RCP’s (see D.3.1.1) will be published in accordance with the RCP Cycle (see D.4) and a 60 day member comment period.
D.2.4 - The author of a proposal may request the RCP Chair withdraw his/her proposal at any time prior to the final ballot being published.

D.3- Types
There are two types of Rule Change Proposals: REGULAR and EMERGENCY

REGULAR PROPOSALS – May be filed by any NAR member. If adopted, the new rule(s) go into effect with the next edition of the Sporting Code (updated annually). If accepted by a vote of the membership, Regular proposals take one year to pass through the RCP process and go into effect.

EMERGENCY PROPOSALS – May be filed by any NAR member. Because of the greater length of time normally required to get a rule change proposal through the Cycle (see D4), there are alternate paths for faster revision if a situation dictates. Upon approval, Emergency proposals may be put into effect very quickly.

D.3.1- Type Definitions
D.3.1.1- REGULAR Rule Change Proposals
A Regular proposal is one which adds, modifies, or removes a rule from the Sporting Code and does not fit the definition of an Emergency RCP as determined by the RCP Committee.

The RCP Chair will review a Regular RCP to see that the intent is clearly stated and that the language and format is suitable for inclusion in the Sporting Code. A Regular RCP must not result in a change to the Sporting Code that creates a conflict with the Model Rocket Safety Code. If a Regular RCP affects more than one rule or event, then the author must clearly address in their submission, each of the changes to the Sporting Code required to implement the proposed rule change.

If a Regular proposal is not suitable for inclusion in the Sporting Code, the RCP Committee will return the proposal to the author by email along with an explanation of its deficiencies so that it may be corrected and resubmitted. An RCP which is accepted by the RCP Committee will be reviewed in a timely manner.
D.3.1.2- Emergency Rule Change Proposal
Definition– An Emergency proposal must address:

- The need to expand on and/or clarify an existing rule
- A question of integrity and fairness
- A time-sensitive issue
- The potential for member injury, loss of life, or property damage.

The intent of an Emergency proposal is to add, modify, or remove an existing rule in order to maintain the integrity, fairness, and safety of competition by quickly modifying the Sporting Code.

An Emergency proposal may add, modify, or remove an existing rule in the Sporting Code at any time during the Cycle.

An Emergency proposal must not result in a change to the Sporting Code that creates a conflict with the Model Rocket Safety Code.

The RCP Chair will review an Emergency proposal to see that the intent is clearly stated and that the language and format are suitable for inclusion in the Sporting Code.

If an Emergency RCP affects more than one rule or event, then the author must clearly address in their submission each of the changes to the Sporting Code required to implement the proposed rule change.

Approval
A group consisting of the RCP Chair, the Contest Board Chair and the NAR President reviews emergency proposals submitted to the RCP Chair. Emergency proposals may be approved by a 2/3 vote of this group. The Contest Board Chair designates the date on which an Emergency RCP type shall be made effective by publishing on the NAR website.

Rejection
With the approval of the author, an Emergency proposal, which does not receive majority approval, will be held by the RCP Chair for consideration as a Regular RCP in the normal one-year Cycle.

D.4- Cycle
The RCP process operates on a one-year cycle which begins the day after NARAM ends. The following timeline describes the RCP Cycle and all pertinent action dates:

D.4.1 - September 1 – Deadline for RCPs to be received by RCP Chair.
D.4.2 - September 2 - October 31 – Period for RCP Chair to email acknowledgement of proposals received and accepted and proposals received and returned to authors with suggested corrections. Proposals returned for correction must be resubmitted by November 1 in order to be included in the current Cycle.
D.4.3 - November 1 - December 14 – The period the RCP Chair has to prepare the Regular RCP’s for NAR website publication.
D.4.4 - December 15 - February 14 – Member comment period. The comment period closes at midnight, February 14, on the RCP Forum.
D.4.5 - February 15 - March 31 – The period RCP authors have to amend their proposals based on member comments or leave as originally submitted. Amended proposals must be resubmitted by midnight, March 31.
D.4.6 - April 1 - May 13 – The period that the RCP Chair has to construct the ballot.
D.4.7 - May 14 – RCP ballots are published on the NAR RCP Forum to allow voting by the membership.
D.4.8 - May 15 - June 15 – The period for Member voting. Deadline to submit your ballot to the RCP Forum is midnight, June 15.
D.4.9 - June 16 – July 14 – The period that the RCP Chair has to tabulate and prepare the results for publication.
D.4.10 - July 15 – Voting results published on the RCP Forum, Contest Rocketry Forum, and in the NAR Homepage News Section.
D.4.11 - First day after NARAM ends – Approved RCP’s go into effect for the new NRC/contest year.

D.5- Preparation and Submission
Any NAR member may submit an RCP by completing the Rule Change Proposal Form at nar.org.

Upon receipt of a completed Rule Change Proposal form, the RCP Chair will check to see that the submitted proposal meets the following requirements:

D.5.1 - All required fields have been filled out
D.5.2 - The proposal is clearly written

If the submitted proposal does not meet the aforementioned requirements, the RCP Chair will return it to the author for correction within 10 days of receipt.

If the submitted proposal does meet the aforementioned requirements, the RCP Chair will email the author acknowledgment of receipt within 10 days of the proposal’s acceptance and will forward the proposal to the RCP Committee for review.
When writing a Rule Change Proposal, the author should keep in mind the following considerations:

- **Manufacturing** – Will current models or equipment become obsolete or made no longer competitive?
- **Protests** – Will the rule change proposal add or remove a source of protests?
- **Model Processing Time** – Will the rule change proposal tend to increase or decrease the time required to process models at a competition?
- **Designs** – Will the rule change proposal give the builder more or less freedom of design?
- **Contests** – Will the rule change proposal increase or decrease the time and effort required to conduct a competition?
- **Current models** – Will a competitor be able to compete effectively with current models, or will a competitor have to build new ones? (See Manufacturing)
- **Effect on Competition** – Will the rule change proposal encourage or discourage competition participation?
- **Effect on Skill Level** – Will the rule change proposal encourage a modeler to develop new skills and construction techniques?
- **Conflict or Overlap** – Will the rule change proposal conflict or overlap with other Sporting Code rules?

**D.6- Review Committee**
The committee shall consist of the RCP Chair and four members of the NAR in good standing. The committee shall be selected by the RCP Chair and approved by the NAR Contest Board Chair. The Contest Board Chair may remove and replace any one or more members of the Review Committee at a time of his/her choosing.

**D.6.1- Purpose**
A Rule Change Proposal accepted by the RCP Chair is forwarded to the RCP Review Committee. It is the purpose of the Review Committee to review each accepted RCP to ensure the “RCP Type” designation assigned by the author (on their submission form) is appropriate per the definition of each proposal type.

**D.6.2- Voting**

- **Acceptance**- A simple majority vote of the RCP Committee members is required to accept an RCP for inclusion in the Sporting Code based on its logic and intent.
- **Rejection**- A simple majority vote of the RCP Committee members is required to reject an RCP and return the proposal to the author by email along with an explanation of its deficiency so it may be corrected and resubmitted if the author so chooses.

**D.7- Voting and Vote Tabulation for Regular Rule Revisions**
The RCP Chair will send an electronic ballot to the membership. The ballot shall contain a listing of all proposals. The ballot shall present each proposal’s content as of midnight March 31- the last day proposals in the Cycle may be resubmitted with changes. Ballots will not include proposal comments from the December 15 - February 14 comment period (D.4.4).

The ballot shall state the deadline for voting per the Cycle (D.4.8).

Every NAR member is entitled to one vote. Only votes cast using the official electronic ballot will be tabulated. Ballots may be submitted only by NAR members in good standing. Electronic ballots will not be accepted after the deadline stated in the Cycle (D.4.8). The RCP Chair will tabulate the votes cast by the membership. Each proposal that receives 51% or greater “Yes” votes will be deemed to have been approved and will be included in the next published version of the Sporting Code.

**D.8- Updating the Sporting Code**

- **D.8.1-** The Sporting Code will be amended to reflect all accepted REGULAR proposals effective the beginning of the new contest (NRC) year.
- **D.8.2-** The Sporting Code will be amended to reflect all accepted EMERGENCY rules on the date the Contest Board Chair has designated they are to take effect.

**D.9- Changes to the Rule Change Proposal Process**
Changes to Appendix “D” of the USMRSC require a vote of the NAR Board of Trustees.
APPENDIX E: ALTIMETERS APPROVED FOR CONTEST USE

The following altimeters are approved for contest use, per Rule 20.2:

<table>
<thead>
<tr>
<th>Model</th>
<th>Verifying “Zeroed”</th>
<th>Verifying Altitude</th>
<th>Records?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adrel &amp; North Coast Rocketry</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ALT-BMP/Adrel MaxAlt</td>
<td>steady blink</td>
<td>read altitude</td>
<td>yes</td>
</tr>
<tr>
<td>Adrel DeployMax</td>
<td>steady blink</td>
<td>read altitude</td>
<td>yes</td>
</tr>
<tr>
<td>Altus Metrum</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Micro Peak</td>
<td>steady blink</td>
<td>altitude blink</td>
<td>yes</td>
</tr>
<tr>
<td>FlightSketch</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Comp</td>
<td>In phone app</td>
<td>read altitude</td>
<td>yes</td>
</tr>
<tr>
<td>Mini</td>
<td>In phone app</td>
<td>read altitude</td>
<td>yes</td>
</tr>
<tr>
<td>Jolly Logic</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Altimeter One</td>
<td>read “Ready”</td>
<td>read altitude</td>
<td>no</td>
</tr>
<tr>
<td>Altimeter Two</td>
<td>read “Ready”</td>
<td>read altitude</td>
<td>no</td>
</tr>
<tr>
<td>Altimeter Three</td>
<td>read “Recording”</td>
<td>read altitude</td>
<td>yes</td>
</tr>
<tr>
<td>PerfectFlite</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ARPA</td>
<td>steady beep</td>
<td>altitude beep</td>
<td>no</td>
</tr>
<tr>
<td>pNut</td>
<td>steady beep</td>
<td>altitude beep</td>
<td>yes</td>
</tr>
<tr>
<td>Stratologger (100 and CF)</td>
<td>steady beep</td>
<td>altitude beep</td>
<td>yes</td>
</tr>
<tr>
<td>FireFly</td>
<td>steady blink</td>
<td>altitude blink</td>
<td>no</td>
</tr>
</tbody>
</table>

Notes
Verifying “zeroed”:
Steady beep: hear a uniformly repeated single beep
Steady blink: see a uniformly repeated single blink
Read zero: 0000 displayed on altimeter or connected device
Configuration beeps: Hear a repeated series of beeps indicating altimeter configuration
Verifying altitude:
Altitude beep: Hear a series of beeps indicating altitude
Altitude blink: See an LED blink indicating altitude
Read altitude: Read displayed altitude on altimeter or connected device

Rev. 07-31-2021